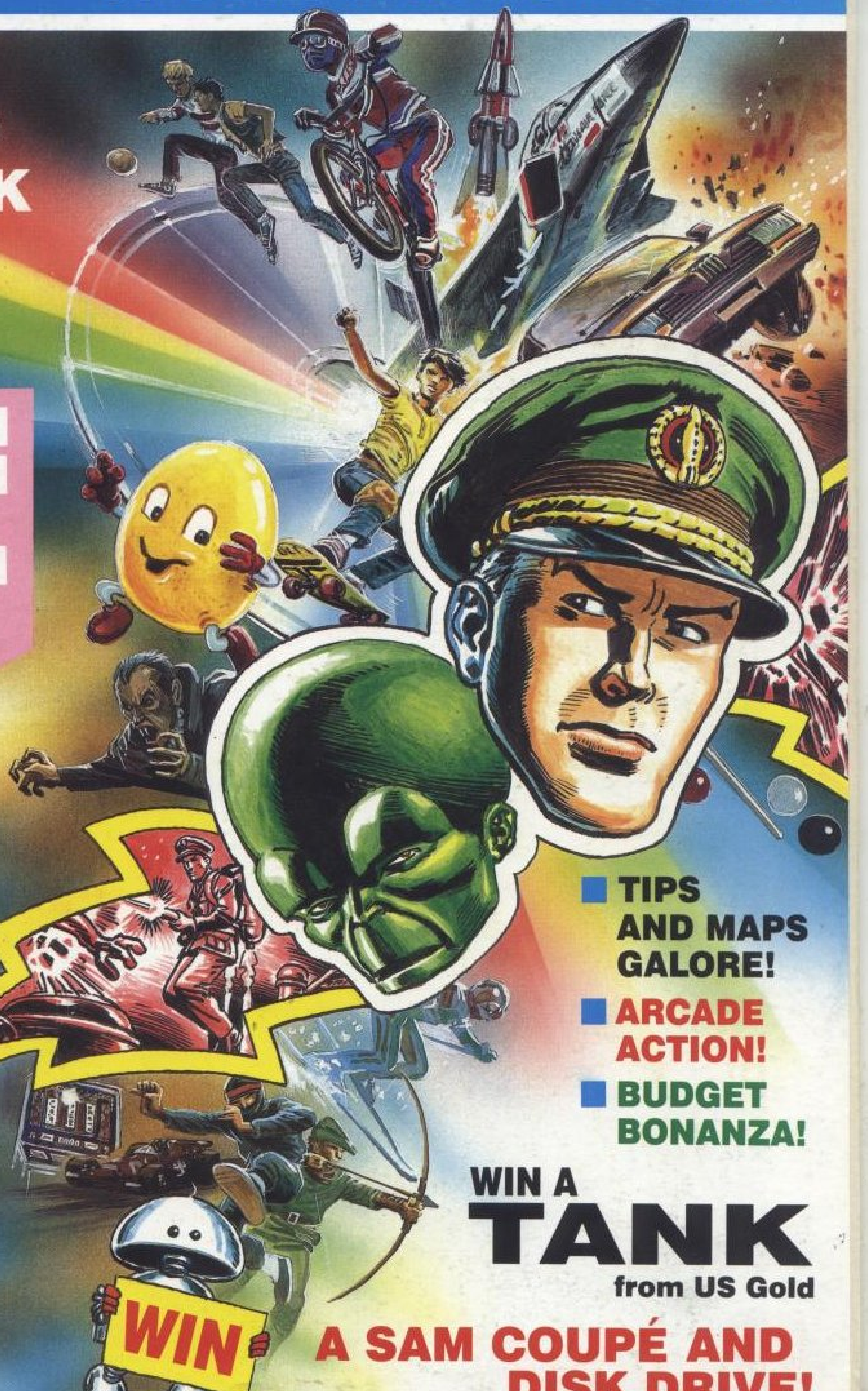
A NEWSFIELD PUBLICATION
No.73 FEBRUARY 1990
MAGAZINE AND CASSETTE
£1.70

CRASH

SINCLAIR SPECTRUM GAMES

SAM Coupé COMPATIBLE



TRIED AND TESTED:

CODEMASTERS' CD GAMES PACK

Does it really work?

DAN DARE III

Is Virgin's Pilot of the Future a winner?

4 TOP NOTCH SPECTRUM GAMES!

PLUS: POKES ON TAPE!

Oi!
Where's my games?!

ESKIMO EDDIE ocean

APACHE GOLD incentive

JASON'S GEM MASTERTRONIC

EGGHEAD PowerTape

Better ask your newsagent for the CRASH cassette!

- TIPS AND MAPS GALORE!
- ARCADE ACTION!
- BUDGET BONANZA!

WIN A **TANK** from US Gold

WIN A SAM COUPÉ AND DISK DRIVE!

OLIVER FREY

The PACK ATTACK

3

advent
lice

TM &

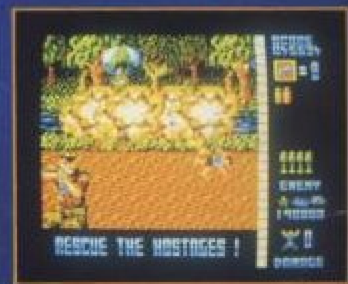
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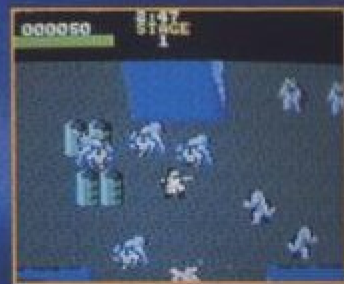
OPERATION WOLF

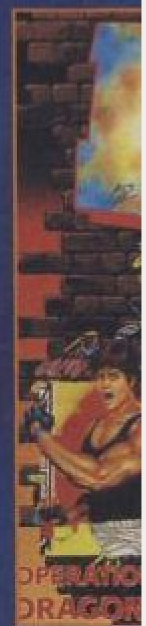
Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ...Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year ... Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.



THE REAL GHOSTBUSTERS

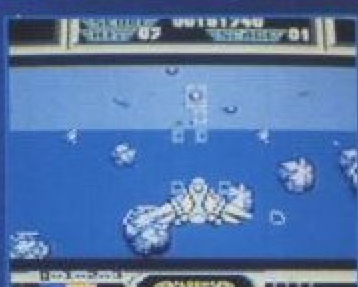
"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION, "the creatures are very well defined and animated ... as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.





AFTERBURNER

You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

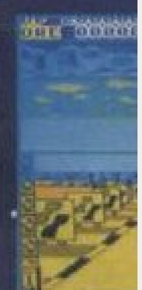


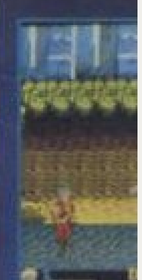
LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.









3 SPECIAL

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.
TM & © DC COMICS INC 1988 ALL RIGHTS RESERVED

OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.
© TAITO CORP 1988.

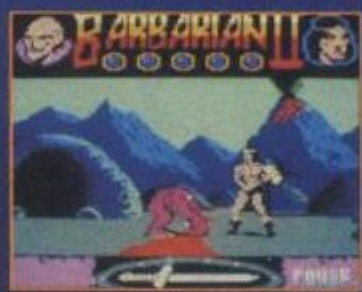


DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

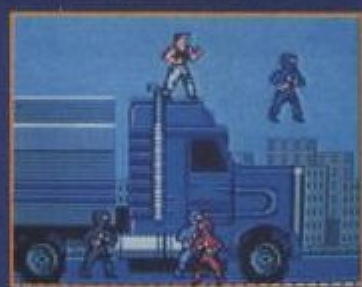
R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."
© IREM CORP 1987

ILATION PACKS



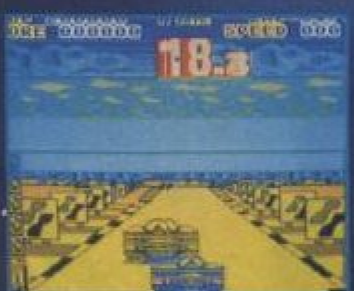


BARBARIAN II
"Palace have really put everthing into this one … It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD.
"packed with humorous touches … great animation … the sound effects too, are top quality … hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.
© 1988 PALACE SOFTWARE

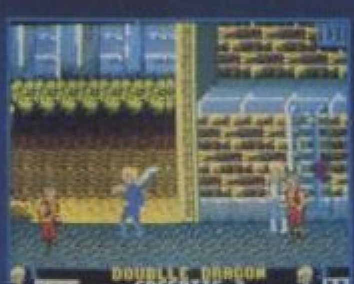


DRAGON NINJA
"A sure winner with the official conversion to the home computer." COMPUTER GAMES-WEEK. "A very enjoyable and addictive game … The best conversion I have seen on the Amstrad." AMSTRAD ACTION.
© DATA EAST

OF THIS WORLD



WEC LE MANS
The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.
© KONAMI

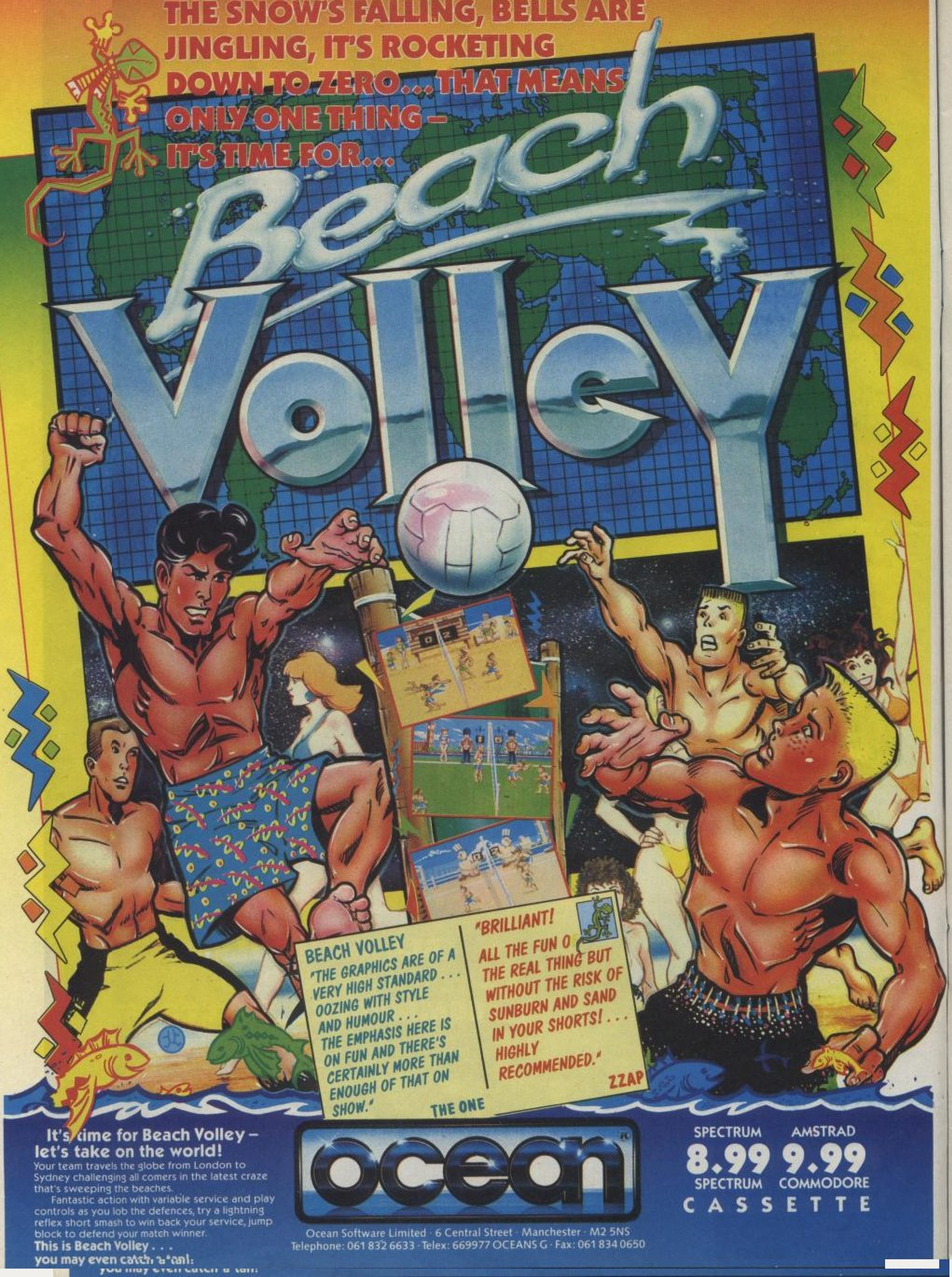


DOUBLE DRAGON
Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!
© 1988 MASTERTRONIC INTERNATIONAL INC

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THE SNOW'S FALLING, BELLS ARE JINGLING, IT'S ROCKETING DOWN TO ZERO... THAT MEANS ONLY ONE THING – IT'S TIME FOR...
Beach Volley
BEACH VOLLEY
"THE GRAPHICS ARE OF A VERY HIGH STANDARD . . . OOZING WITH STYLE AND HUMOUR . . . THE EMPHASIS HERE IS ON FUN AND THERE'S CERTAINLY MORE THAN ENOUGH OF THAT ON SHOW."
THE ONE
"BRILLIANT! ALL THE FUN O THE REAL THING BUT WITHOUT THE RISK OF SUNBURN AND SAND IN YOUR SHORTS! . . . HIGHLY RECOMMENDED."
ZZAP
It's time for Beach Volley – let's take on the world!
Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.
Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.
This is Beach Volley . . .
you may even catch a tan!
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CASSETTE

CONTENTS

PLAY 8-BIT!

With 1990 well under way, this new decade is going to be a testing time for the Speccy. Software houses are cutting down on releases and appear to be concentrating their efforts on the 16-bit side, with games initially developed on the ST or Amiga, then converted to the Spectrum. And as 16-bit games become more intricate and involved, the more impossible it gets to squeeze them onto the Spectrum. But don't fret — we Speccy fans do have a white knight in shining armour (well, okay plastic), called SAM, the SAM Coupé. Spectrum compatible with power and style equal to the 16-bitters we believe he might just take us through to 2000! So let's play 8-bit!

Game Thrills

ESKIMO EDDIE

Mega shiverama game from Ocean!!

It's the game that makes you put on your thermals!! Indeed it is, because this addictive arcade adventure is set in the Artic, or is it the Antartic? Y'see, it's a tad confusing as *Eskimo Eddie* features both polar bears and penguins! And, as you all should know, polar bears live up north and penguins down south! This fact goes some way to explaining why polar bears don't scoff penguins (though they probably would given half a chance!!).

Eskimo Eddie is a two part arcade game. In the first part (a bit like an icy Frogger) you, Eskimo Eddie, must rescue Percy Penguin three times. He's at the top of the screen and you're at the bottom. In between are two polar bears and three jagged ice holes which slide all over the place. The polar bears wrap around, one going to the right and the other, at a slower pace, to the left.

The objective is to cross the screen vertically, collect Percy, and then bring him safely back down. Completeing this screen three times moves you onto the more traditional looking Pengo game.

The screen is filled with ice blocks and a maze forms as some ice blocks disappear; finally Percy emerges in the middle of the maze. Four evil snowbugs pop up and the game begins. As usual in Pengo games, Percy can push the white ice blocks around the screen in the hope of squashing the snowbugs, or melt the ice to let him pass. The edges of the screen may be electrified and any snowbug touching the edge becomes dazed and can be run down! Squelch! The further you get into the mazes the more intelligent the snowbugs become!

IT'S SNOW GOOD...
...playing *Eskimo Eddie* if you can't master the controls which are: Keys: Q/up, A/down, N/left,

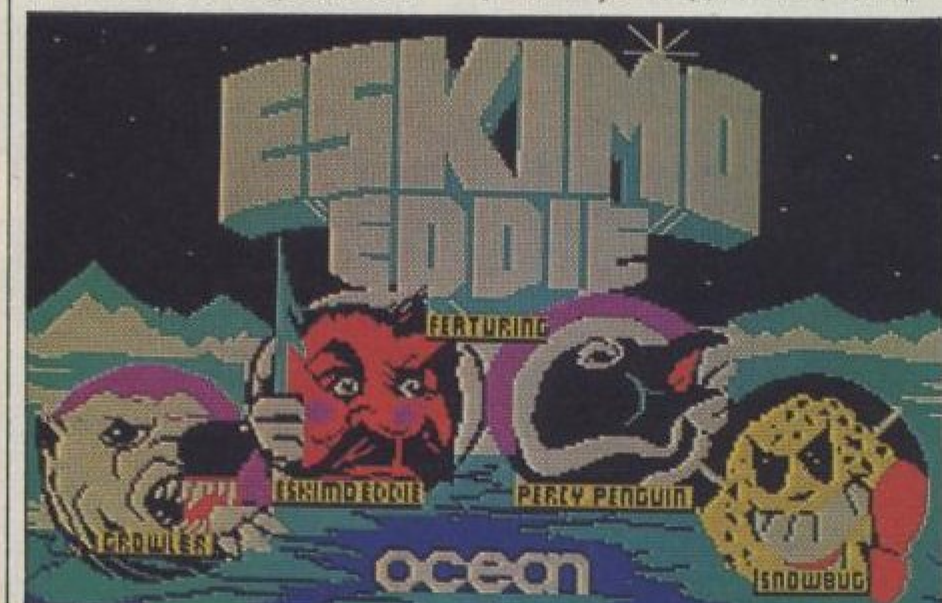
THRILLS ON TAPE

Find your Power Games

SIDE A:
ESKIMO EDDIE
APACHE GOLD

SIDE B:
JASON'S GEM
EGGHEAD
POKEMANIA

Load games in 48K mode, check the inlay for additional loading instructions. Should your tape be faulty, send it in its box to: CRASH TAPE CLINIC (73), CRASH TOWERS PO Box 20, Ludlow, Shropshire SY8 1DB. A working Power Tape will be dispatched. Please allow 28 days for delivery.



M/right. SYM SHIFT/push. You can use a joystick on any of these interfaces: Kempston, Protek, AGF or Sinclair (ZX 2).

OUR COINCIDENCE EDITOR WRITES: Holy baloney! Strange but true; just as the PowerTape people had loaded *Eskimo Eddie* it began to snow!! And then, in the now-raging blizzard sweeping the streets of Ludlow, Richard had to trudge down to the post office to post the *Eskimo Eddie* mastering cassette — but luckily he was protected by an **Ocean** brolly!! It's a mad, mad world, eh truth-seekers?

$ APACHE GOLD

Warm the cockles of your heart with Incentive's Gold Medallion adventure!!

Winter, eh? Who needs it?! It's cold, wet and utterly miserable. Bobble hats ahoy! Ooo, if only we could take a trek under the blazing sun of America's Wild West! But you can! Because *you are* Luke Warme (!), Lonesome Cowboy!!

Lonesome because, not having a dime to your name, everyone hates you for never buying a round at the saloon! Haw haw! But there is a legend, a legend of riches in an Indian burial ground, the legend of Apache Gold (Cue music).

It's 2am in the saloon bar of the Old West town Skintsville. Among the smoky, noisy atmosphere, you just manage to pick out the voices of some old timers sitting at a nearby table: 'Yep Jake, the legend goes that them pesky Injuns bury their gold in the grave of their chief. I hear that one of the Apache chiefs has just kicked the bean-can. Only trouble is, there's some mighty strange powers at work in their territory...'

Gold? GOLD! Blimey! Erm, make that 'yee-har!'. Strange powers or not, you're going to go for that gold!!

PLAYING THE ADVENTURE

To move around and perform any actions in the game you must enter instructions in the form of sentences. Simple commands: **North** moves you north; **Examine the canoe** gives you a closer look at the canoe.

More complex commands: **Enter the wagon and feed the horse** or **Go north and go east then cut the rope and take it**. The sentences can be connected together with **and** or **then** or a comma.

The word **it** will be interpreted as the last noun you typed in. Don't forget to **talk** to some of the characters you meet. If you want to switch off the pictures type **words**. To switch them back on type **pictures**. If you forget where you are or what you have taken type **look** and **inventory** respectively. So, don't sit there looking like some son-of-a-rattlesnake hornswoggler, go grab the gold!

TO GET YOU STARTED

If you're finding it a trifle difficult to get into **Apache Gold** have a look at these cryptic clues to give you some pointers.

- Talk to the Indian and find his dread. Scare him to death if he can't see your head!
- You'll need a fern, but it's too small so spread some muck and watch it grow!
- The croc takes pleasure in showing its jaws, show him who's boss with an item from the squaws!
- Solve your problems with a cleptomaniac eagle with a jar of a cure that's as sticky as treacle!
- 'Four wheels on my wagon', you'll cry. When you take a closer look at a barrel nearby.
- Tune in next month and you'll lick your lips, cos Nicko is bringing you more *Apache* tips!!

EGGHEAD

CRASH TALENT TOKEN!

REWARD: If you've written a game you think is completely wizzo why not share it with the Speccy world??? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers' test we'll put it on the Power Tape so thousands can enjoy it! Who knows, it could be your first step into the software publishing world?!

Send it to: POWER TAPE DEPT., CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. We'll drop you a line when we receive it, and unless you get a 'sorry, but this is ****'letter then you know we love it!! And what's more we'll pay you for it!! Send your creations in now!!

Another brill PowerTape game! By Jonathan Cauldwell

My word! Eggs are in favour at the moment aren't they? We've had Dizzy and now here's another poultry production — Egghead! Well, it makes a change from all that turkey left over from Christmas, doesn't it viewers?

Platform leaping and bounding ahoy! Indeed, 40 screens of precision jumping. Take Egghead through 40 deadly screens and collect all the items littered about the place. Egghead can only progress to the next level once all objects are picked up. But it's not exactly *that* simple!

For a start there's a time limit for each screen, shown in the top left corner of the screen by a disappearing circle (must be an Egg-time, har har! —Jonathan's 'joke'). Deadly green spikes must be avoided, as well as the 16 different spieces of aliens.

Falling too far induces the Humpty Dumpty syndrome, ie: death, so judge those leaps correctly. Oh, and beware of the conveyer belts! With only five lives getting through all 40 screens is going to take some time... Five minutes and you're hard boiled!

(EGG)HEAD UP CONTROLS

Egghead travels around the screen controlled either by keys: Q/left, W/right, ./JUMP, or by joystick using a Kempston interface.

Who the hell does JONATHAN CAULDWELL think he is anyway?

Jonanthan has been writing and selling his own games since 1987 under the name of Graphix Wizards. He duplicates the tapes, designs and photocopies inlays and sends games out to clubs and fanzines for review. 'It's hard work,' says Jonanthan, 'but it's been great fun so far!'. Egghead is the first game written by Jonathan that's been exposed to the public en masse and, at 18, he hopes to get a career in the software world. Well, he's started the same way the Darlings did before CodeMasters — and look what's happened to them!! (Indeed! —Ed)


CHASE H.Q.
THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.
TURBO BOOST!
Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!
BARRELLING THROUGH THE CITY STREETS,
along the roughest of dirt tracks and through busy tunnels – if you can hold the line!
The low life can run, but they can't hide ...
VOTED
ARCADE GAME OF THE YEAR
AVAILABLE NOW FOR:
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Jason's Gem



Mastertronic puts Jase in space!!

Who is this Jason chappie? Is he the internationally famous popster? Is it he of the Argonauts and the Golden Fleece et al? Or is it Jason Ramsbottom, a space adventurer who has misplaced his gem? Erm, it's the third Jase, actually. Which is just as well as he's the one in this groovy game!!

Mastertronic, who originally published Jason's Gem, relate Jason's tale in rhyme...

The epitaph enscribed on Jason's tomb,
Does not speak of his eventful life,
But of his careless doom.
On embarking his mission he was given chances four,
But the gem was undisturbed
(For he needed somewhat more).
How sad a tale of failure for one so close to glory,
But you could yet rewrite the history of this story.
Oh dear. It is painfully obvious, is it not,
Why Mastertronic into poetry books branched out not. (Haw! Haw!)

Anyway, what this piece of, erm, 'literature' is saying is that you've got to guide Jason, in his spaceship, onto the teleport platform. If you land successfully you'll be awarded a hefty bonus and automatically grab the cargo.

Then it's down, down, down into the underground caverns which lead to the lower platform. Often the caverns are blocked; well, whip out your trusty laser gun and blow 'em away leaving your path free to fly down.

Having hit bottom leave the space ship behind and continue Jason's adventure on foot a-leaping and a-bounding the labyrinth of cavernous tunnels. And to get you under starter's orders, here's a subtle and cryptic clue: Keep left at the exit of the first cave (Oi! That was neither subtle nor cryptic, you're fired! —Ed).

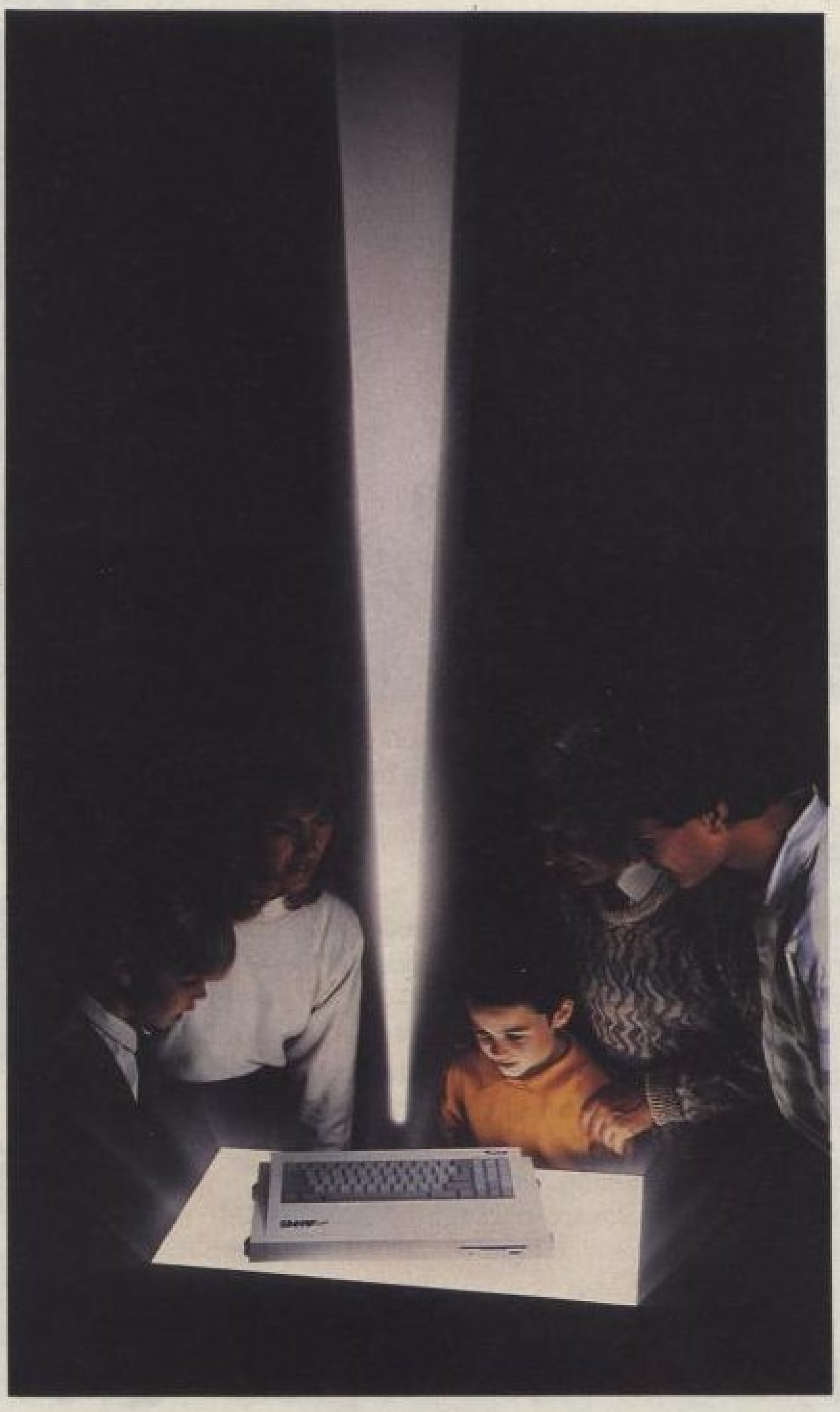
CONTROLS

Help Jase find his gem by using keys: Z/left, X/right, SPACE/fire & Jump, Q/quit. Or plug a joystick into any of these interfaces: Kempston, Protek, Sinclair (Interface 2).

FIND OUT ABOUT POKEMANIA — TIPS ON TAPE — IN NICKO'S PLAYING TIPS ON PAGE 30!

M.G.T.

MILES GORDON TECHNOLOGY plc



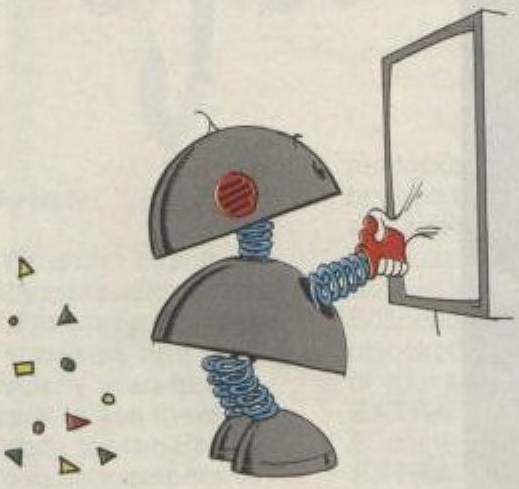
SAM coupé



SO WHY DO SPECCY OWNERS NEED THE SAM coupé ?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.
The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



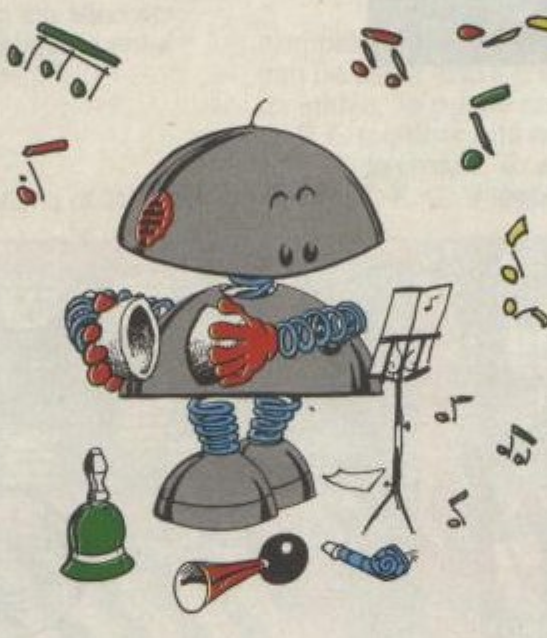
Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics

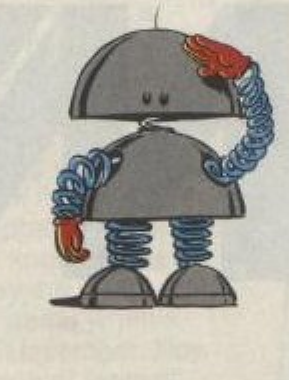
See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.
And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.





Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.
Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



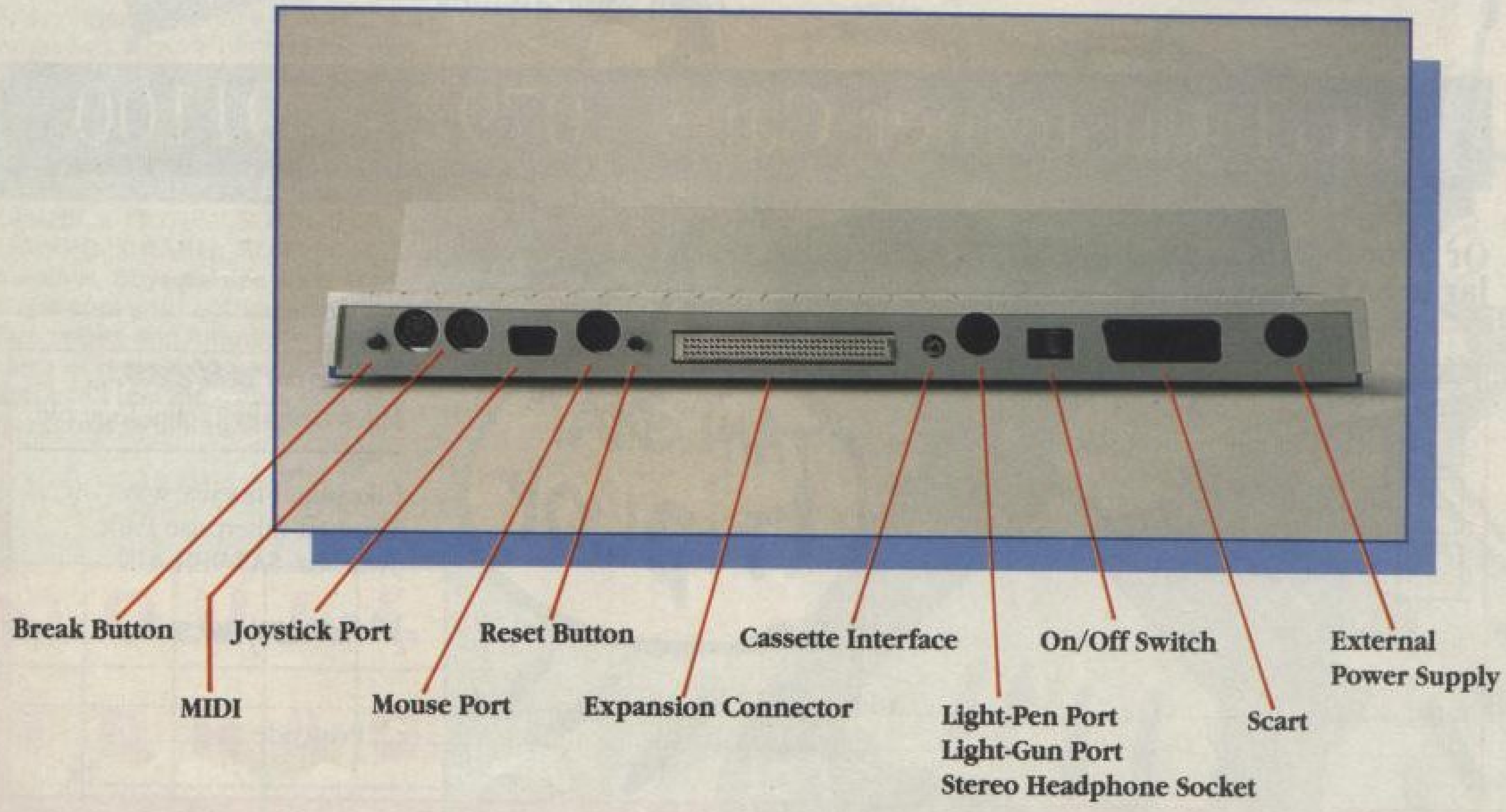


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A SAM atter of FACT

The Coupé costs £169.95
(including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

Ask MGT's Customer Care people.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.



The MGT Customer Care Team - and friends.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

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- ☐ The full price list & order form
- ☐ A brochure.

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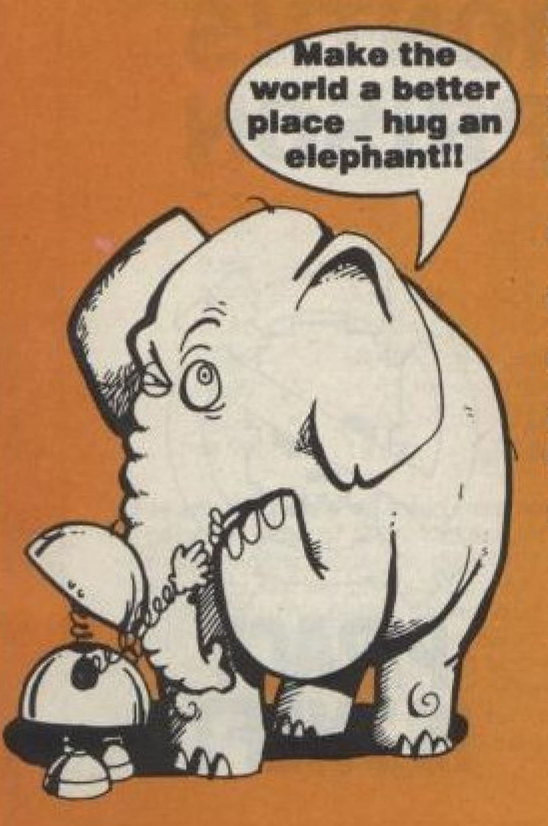
CR2

YOUR CHANCE TO BECOME SAM COMPATIBLE!!

A SAM COUPÉ AND DISK DRIVE MUST BE WON!!







It's the computer sensation that's sweeping the nation!! It's the SAM Coupé, the new mega Speccy compatible that takes our favourite machine into the 1990s! And this is your chance to win one! CRASH has teamed up with MGT to offer one lucky reader a SAM Coupé, complete with a 1 megabyte disk-drive!!!! In the shops the package would set you back around £260.00 — but money isn't the 'thing' here. No! We're talking mega points on your crucial factor! Win this and it'll be just like the Harmony hair-spray adverts when you walk the streets: people will stare at you and say 'Is he?', 'He's never!', 'Isn't he?'! And you'll be able to shout very loudly indeed, 'I am!! I've gotta Sam Coupé — so nah!!'

'Tis a dream come true. To be in with a chance of getting your grubby mits on a SAM Coupé you're going to have to answer five Coupé questions. If you get stuck check out the four-page SAM Coupé advertisement in this issue. Once you've answered all five questions write them down on a postcard or the back of a sealed envelope and send it to: **GIMME, GIMME, GIMME, THAT SAM COUPÉ COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Entries here by 22 February, because that's the day we'll be pulling one incredibly lucky winner from the hat!

1: How many keys does the keyboard feature?

2: How many channels are present on the sound chip?

3: How many graphic modes does the Coupé have?

4: What resolution does the 80 column text mode have (in pixels)?

5: Who wrote the Coupé's graphics package FLASH!?





OI!

WHERE'S OUR COUPE?!

We haven't got our SAM Coupe yet (although Lloyd maintains he's got his — fibber). There's only a few around at the time of going to press (January 3), and ours is arriving any day now. This is because MGT are shipping the first units to punters who have already paid their money. And, like royalty, CRASH never carries money, so we'll have to wait until we get a late Christmas pressie.

'So,' says Bruce Everiss (MGT's PR chappie) 'Phone a few software houses and see what they think of theirs — CodeMasters have one...'. Okey dokey. By the miracle that is modern telephonic communication technology we give Richard Darling a buzz on the CRASH blower. Oi! Rich, whaddya reckon to this SAM thing then? 'Erm, well we only got it on Wednesday and the P.D.S (Programmers Development System) arrived yesterday, so we haven't had time to explore the machine fully yet, but from what we have seen it offers a heck of a lot.

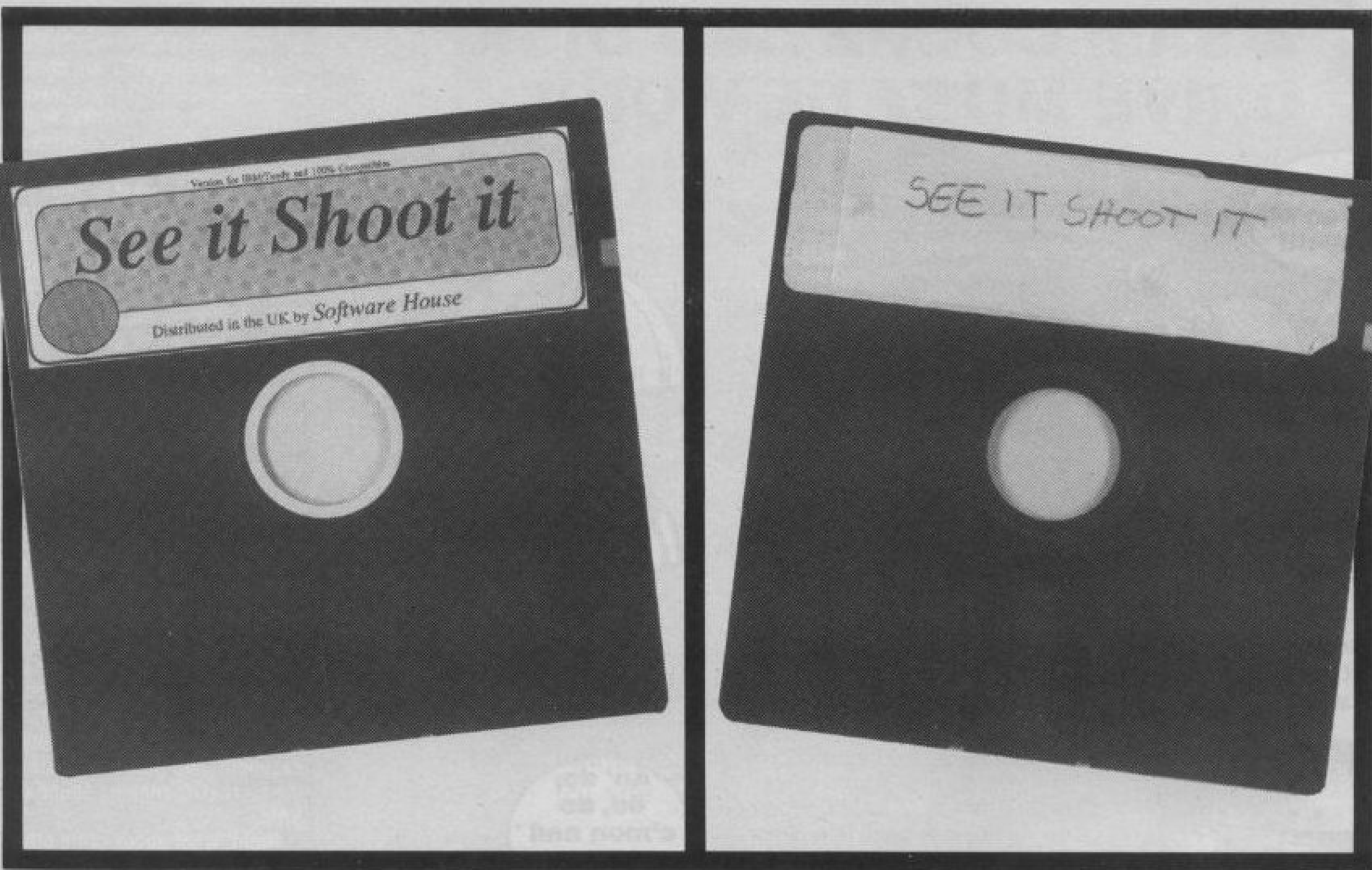
'Y'know, we'll be starting our first SAM game soon? Oh yes, we're doing Treasure Island Dizzy. We're taking the original Oliver Twins Speccy code and slamming in graphics from the Atari ST version. It should look excellent, and play a lot faster due to the increased running speed of the SAM.'

Right, what about some other chaps at CodeMasters, whaddya reckon to the SAM thing then? 'We've just had a quick play,' says Mike Clarke, 'it feels like a Speccy, with the same kind of front end and stuff, but has a different, erm, 'attitude''. Have you discovered any problems with the SAM as yet?

'Not really, the only niggle is the fact that horizontally scrolling games are going to be difficult because the screen display takes up 24K of memory and to scroll it you have to move it byte by byte which would make the scrolling slow and juddery. But then, the Atari ST has similar problems and manages. However, the SAM deserves a very good chance, it's the last great hope for the 8-bit side and we'd really like to see it succeed.'

There you have it. Or rather, they have it and we don't. Bah! When you get hold of a SAM drop us a letter and tell us what you reckon to it, we'll give you the full low down on the SAM Coupe when we get our paws on it.

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CRASH Live Circuit

VIEWS ● NEWS ● COMICS ● CLASSIFIEDS ● WINNERS ● COMPILED BY LLOYD MANGRAM

Right, we're well into the new decade now, with Valentine's Day looming if you're interested. I'm much too busy comparing my spanking new SAM to the trusty (and definitely not rusty) Speccy, and downloading games from the CodeMasters CD! We've had heaps of mail this month (keep 'em coming) and most of them giving D Speck a ticking off for his criticism of CRASH in December; I've picked just a few to give you a taste. Right, on with the show, and remember there's a Speccy world waiting to hear from you! Really good ones could be Letter of the Month (none this issue, I'm afraid...).

LOTS OF RAIN

Dear Lloyd
I thought you'd appreciate a letter from your biggest fan in Norway, probably the only one (Spectrums aren't sold here). Things aren't so great here. It rains 364 days a year and we only have one TV channel. But worst of all, my CRASH comes one month late (not your fault), how dreadful.

I suppose the Spectrum games and CRASH make up for it. I am thinking of buying some games, the following titles are on my list: Super Wonderboy, Myth, New Zealand Story, Renegade III. I wonder if this is a good choice. (I like beat em ups and arcade games) (£40 could be useful).

I subscribe to CRASH, being late renewing my subcription, I missed two magazines No 65 and 66. I wonder if there were any tips for Batman. The Jokers: A fate worst than death. I'm stuck, and some tips could come in handy. CRASH is a great mag I look forward to every time I find it in our mail box. People who complain about CRASH, have no reason, but if they are still unhappy, don't buy it. I will read CRASH as long as I can play computer games.
Jan-Erik Steel, Norway.

Good choice of games Jan-Erik, but I don't think New Zealand Story is a beat 'em up! There weren't any tips for A Fete Worse Than Death in issue 65 or 66. Nick reckons he's printed some, but for the life of him can't remember where.
LM



SAM CHOICE!

Dear Lloyd
I've read a few letters recently in varying magazines on which computer they should buy Sam Coupe or Atari ST.

Price: they seem to be very close, ST around £299 and Coupe after buying disk drive, extra memory and printer port £310.

Performance: the Coupe claims to be on a par with the ST for graphics and better in sound.

I think for me and a lot of users price of software will play a big part in deciding which to buy. If programs can be the same quality as the ST but half the price, the Coupe will be a big seller.

The clear advantage of the Coupe is being able to run most Spectrum software and still buy your magazine which will feature the Coupe.

Which would you choose or will only time decide?

S Rigby, Merseyside L22 3YE.

It all depends on what you want to do with your new computer. If your interest is mainly graphics and sound an ST is the one to go for at the moment. While the SAM sports great graphics and sound facilities, the ST having been around for quite a while is leaps and bounds ahead in software support for these two specialist areas. However, if you want games SAM is a worthy investment for its Speccy compatibility and the prospect of new enhanced games on the way — and if you're patient good sound and graphics packages are bound to appear too.
LM

THE D SPECK REBUFF!

Dear Lloyd
D Speck wrote in criticizing CRASH. He was in my opinion wrong, as CRASH is far better now than it ever has been. Oli Frey's covers are brilliant so do you think we can have another CRASH history, or a FEAR History? (It was asked before, but you said not enough history had gone by).
Andy Green, Hull

Thanks for your comments, but no matter how much flattery you heap upon us there are no plans for more 'Historys'.
LM

Dear Lloyd
Imagine my suprise when I went into my local newsagents to pick up the December issue and I was confronted with six great games, I went home and played them all - Brill I thought.
Imagine my disgust when I turned to the letters page and read the letter from D Speck. What the hell is he going on about 'relaunching the mag with a cover mounted cassette was a mistake'! I, and I'm sure other readers will agree that your cassettes are great and all the games are brill. Just because D Speck wants to moan it does not mean we all share his opinion.
Someone in Cheltenham

Dear Lloyd
I never used to be able to afford many new games but with the new look CRASH, I now have a healthy supply of games.

So please, please, please do not change back.
Richard Frewin, Ely

Dear Lloyd
What a lot of flannel! I refer to D Speck's letter, of course I can see his point, that some people do prefer the more technical aspects.

May I say to D Speck that the magazine's change was due to the CRASH questionnaire. Obviously more people preferred a games orientated format to the technical type issue. And judging by the amount of letters congratulating CRASH on the new look this was even more confirmed.

So, if D Speck is not satisfied with CRASH may I suggest he should invest in a more technical magazine.

D Speck's letter was one sided. Taking into consideration all of CRASH's features it should make an interesting read each month, for anyone with a Spectrum.
Thomas Vanner, Lisburn

I couldn't have put it better myself. Should make an interesting read? It does!! Especially my bits. (Oi! —Ed)
LM

BANG-STICK

Dear Lloyd
I have recently purchased a Sinclair Spectrum ZX 128 +2 as a Christmas present. It included a light gun, a joystick and six free games. When I tried the games out, the light gun wouldn't shoot anything. In the Christmas issue of CRASH Nick Roberts reviewed a Cheetah Light Gun and also said the Sinclair light gun was of good quality. I would advise strongly that any other reader who would like to purchase the same package as me, ask the assistant in the shop to give a demonstration of the gun.
John Pallister, Sunderland

It's always wise to ask for a demonstration of any hardware you're thinking of buying and compare it to other products of the same nature. But in your case, we reckon you've got a faulty gun if it won't shoot anything at all. Take it back to the shop where you originally bought it and request a replacement. Either that, or you're pointing it the wrong way!
LM

Finally, a huge thank you to three people who slogged their guts out compiling mega lists of all games reviewed in CRASH. They are: Ian Doggett from Kirton, Ipswich; Stephen Price from Great Barr, Birmingham; and Ian Stephenson from East Kilbride, Glasgow. A pressie is winging its way to all of ya.

SAY SOMETHING!! ARE YOU LISTENING? WHAT'S YOUR REACTION TO EVENTS HAPPENING ON THE SPECTRUM SCENE? SEND YOUR MISSIVES TO: LLOYD MANGRAM, LIVE CIRCUIT, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. YOU MIGHT JUST GET £40 IF YOU'RE LETTER OF THE MONTH!

THE CORK REPORT

It's the man with his foot in the door (SLAM!! Ouch!), his ear to the ground (STAMP!! Arrrgh!) and other anatomical extremities placed upon the terra firma — it's Mark 'Corky' Caswell and his amazing magical crystal ball! We send him out, he comes back with the info — and then we distill it all lovingly for your consumption...

GRANDSLAM SPIRITS

Along with Space Harrier II (see this month's previews) the spanking new Sega coin-op Scramble Spirit is set for the Grandslam treatment. It will be a two player, six level, vertically scrolling shoot-'em-up set in the 21st Century. But do the heroes swan around in some futuristic marvel of modern technology? Nope, they battle their mysterious enemy in World WarI bi-planes. Attacks come from both the air and the ground as other bi-planes, tanks and gun emplacements take pot shots at your very frail craft. Play this weird game concoction soon, and lets hope it's faster than an ancient bi-plane!



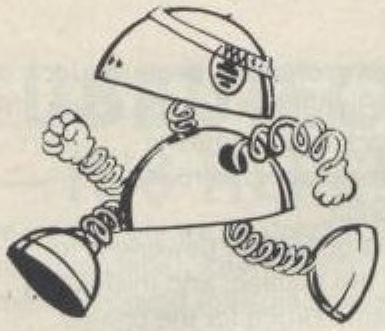
CHOCKS AWAY!!!

Microprose love aircraft, so it doesn't come as any surprise to find another 'tally-ho, chaps' game on the horizon: P-47 from their Firebird label. Converted from the Jaleco coin-op, it puts you in control of a P-47 Thunderbolt, battling through eight levels chock-ful of enemy planes and assorted ground forces. To help you on your way various power-up weapons are promised, including smart bombs and multi directional fire etc. P-47 should wing its gun-blazing way to your Speccy in Feb.

FOR BUSINESSMEN WHO READ CRASH (?!)

Applied Systems Developments Ltd announce the launch of the first truly portable printer for the businessman whose vocabulary has been reduced to the word PANIC!. Features include a speed of 80cps, full 80 column width and graphics capabilities. And don't worry about having to carry the little blighter around in a suitcase 'cause it's apparently about the size of a 1lb box of choccies (the suitcase is for the batteries). It comes in two types, the mains only version costs £99, whilst the cordless printer is a measly £159.





SAM: THESE GAMES ARE COMPATIBLE!

Games testing has been the order of the day at MGT recently to confirm which Speccy titles run on the SAM Coupe. MGT report that some users have had problems loading titles, this may be due to a weak loading signal from the cassette recorder. Thankfully, MGT is releasing a new SAM Utilities cassette which should give even better compatibility.

Anyway, here are the first batch of games MGT have tried and found to work: Rescue On Fractalus, HATE, Paperboy, Periscope Up, Forgotten Worlds, Barbarian, Draconus, ATV Sim, Jet Set Willy, Thundercats, Project Stealth Fighter, Silent Service, Buggy Boy, Starion, Treasure Island Dizzy, Super Stuntman, Super Robin Hood, Reveal, Dynatron Mission, Street Fighter, Cybernoid, Flintstones, Atic Atac, Hacker II, Nightshade, Robocop, Commando, Bounder, Manic Miner,

Ground Attack, River Rescue, Giant's Revenge, Rocky Horror Show, Hydrofool, Dark Fusion, Cybernoid II, Impossible Mission II, Lancelot, Jetpac, Mig 29, Strider, KGB Superspy, Ghostbusters II, Gregory Loses His Clock, PowerDrift, Jack The Nipper II, Kung Fu II, Trantor: The Last Stormtrooper, Gunship, ThunderBlade, Zynaps, Batman The Caped Crusader, Air Traffic Controller, Wonderboy, Bigfoot, Dan Dare, KickStart II, Yogi Bear,

1943, Fairlight II, Marsport, Sabre Wolf, LightForce, Driller, Joe Blade, Fire Trap, Sweevo's World, Finders Keepers, Jack & The Beanstalk, Zip Zap, Stonkers, Shadows of Mordor, Impossaball, Curse Of Sherwood, The Empire Strikes Back, Magnetron 2, The Sentinel and Molar Maul.

SAM: HITTING THE ROAD! (MAN!)

It's just like the wacky world of pop! MGT is taking the SAM Coupe on tour up and down the country to give everyone an opportunity to see the beast in action. The MGT team will be at all locations on the tour dates, and the shows open at 5pm and run for three hours. In the afternoons the MGT team are presenting seminars for retailers. And the dates are: Glasgow (Albany Hotel) Feb 26; Newscastle, Washington (Post House Hotel) Feb 27; Manchester, Haydock (Post House Hotel) Feb 28; Leeds, Brighouse (Post House Hotel) March 1; Bristol, Alveston (Post House Hotel) March 5; Southampton (Dolphin Hotel) March 6; Coventry (Post House Hotel), March 7; and in London at the Russell Hotel on March 8. Be there or remain a 48ker for ever! Har, har!!!

SPY IN BETWEEN

Too impatient to wait for the next Bond movie in 1991, and wanting to repeat their success with Licence To Kill, Domark have announced the summer release of The Spy Who Loved Me, based on the movie starring



Roger 'Eyebrows' Moore. Sounds a mite romantically sexy for a joystick waggler...

COMIX

Not so much Comix this month as Graphic Novels, which is basically yuppie speak for comics anyway, so what the hell!! Mark Caswell dons his cape and delves into the darker side of the Batman...



Gotham By Gaslight
Titan Books £2.50

The place is London and the year is 1889. Bruce Wayne is on his way back to Gotham after five years in Europe: home to become Gotham's self appointed protector - The Batman. And it needs protection, because Jack The Ripper has fled the scene of his sickening crimes in Whitechapel to terrorise America.

The police are powerless to stop the maniac, and mistakenly blame Bruce for the crimes. He vainly tries to clear his name, but a blood soaked knife found at his mansion begets a lightning court trial and a sentence to hang... It's strange to see a Batman story set a hundred years ago, it's even weirder for the plot to follow the storyline (albeit rather loosely) of later day tales.

A quirky idea, nicely drawn and coloured, and I suppose an alternative history of Batman — and The Ripper.

Arkham Asylum
Titan Books £14.95

Arkham Asylum is aimed at an older readership, both in content and price, but it is a damn good read. In 1920 following the death of his mother, the brilliant psychiatrist Amadeus Arkham turned his ancestral home into a hospital for the criminally insane. Batman is responsible for incarcerating most of them, and now fifty years after its opening the asylum's inmates, lead by the psychotic Joker, take the staff hostage and demand that Batman enter to pay his debt.

He does and is given one hour to hide before the inmates go after him. Interspersed with the main story is Amadeus Arkham's tale of woe, leading to his wife and child's death and his fall into insanity. Throughout, Batman questions his own sanity: are Arkham's inmates insane, or those of us who live in the outside world? Arkham Asylum is bleak and brooding, beautifuly grotesque in its drawing, and Batman torturedly sinister. A must for all serious Batfans.

HI-FIRE!



Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: **HI-FIRE, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow Shropshire SY8 1DB.** And remember, there's £40 of software to be won every month!!

SUBBUTEO — IT'S HERE!

'Ere we go, 'ere we go (for the umpteenth time), Aberystwyth (where??) based software house Goliath Games have just announced the signing of the ace table top footy game Subbuteo. The computer version is expected to appear early in the year and follow closely the style of the the 'flick a player across the table, missus' game. Expect a preview very soon, and Richard and Mark are busy hunting for their old Subbuteo sets...

ACTIVISION'S HOT ROD?!

Continuing their successful team up with Sega, Activision are on the verge of releasing the ace coin-op racing game Hot Rod. Two player action abounds over thirty screens filled with changing weather conditions, tortuous tracks and zealous cops chasing you. And the better you do on a track, the more essential parts you can buy for your car to turn it into a mean machine. It all sounds familiar this winter, but if you're not car sick yet, here's your chance.

IT'S THE MOST AMAZING SPECCY GAME EVER CREATED!!

What is? Where?! Erm, nowhere yet. But there soon could be! The entries for the CodeMasters Design a Game Compo have flooded in.

We've been swamped with ideas: there's been heaps of Dizzy in Outer Space, we've had Deep Sea Dizzy, Prehistoric Dizzy... endless variatons! Plus lots of original games that are really great! CodeMasters are picking the winners very soon, though it could take ages to get through the sackloads of entries. Keep your eyes peeled for the results soon!

THE ZX MICROFAIR: IT'S BACK, BACK, BACK!!

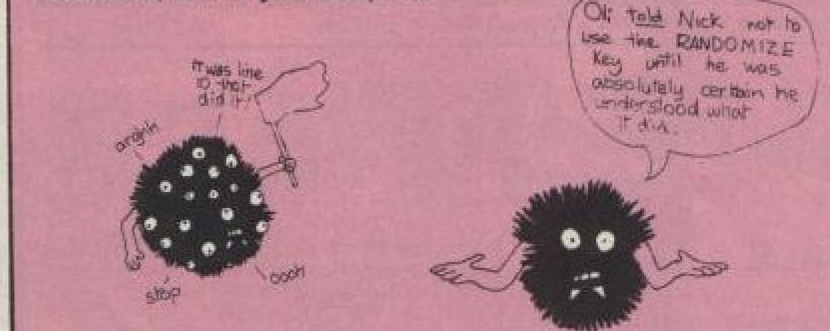
Except it's not. But, hell!, here's an event to recreate all the excitement produced at those Microfairs in 'ye olden days'. It's called the All Formats Computer Fair and is a happenin' bargain hunters delight at the New Horticultural Hall in London. The star of the show is the SAM Coupe: it's making its first public appearance there and it's probably the best way to get hold of one early!

The show opens its doors at 10.30 on Saturday 10 February, costs £3.00 to get in and the best way of getting there is via Victoria Station.

CARTOON CORNER

(It's the corner where japery abounds!!)

Ho ho ho!! The japery is indeed abounding and here's a cartoon to tickle ver ribs from Alex 'Kat' Hampson of Wembley, Middlesex. Titterama, eh? If you've got a wild 'n' wacky cartoon send it to this very corner — we'll select the best each month and award the artist £20 of software! Hurrah!!



GET THE SCROLLS!

One of the country's top adventure creators have joined forces with the cheerful London based company owned by that Colgate smile baloonist Richard Branson. In plain English: Magnetic Scrolls have signed a marketing deal with Virgin/Mastertronic. All their fabbo titles will be released on the Magnetic Scrolls label, and co-founder Anita Sinclair commented 'we had many substantial offers for our new product, what made me choose Virgin was their commitment to the market place'. Stating the obvious isn't it, or they wouldn't be there.



Anita Sinclair and Virgin's Nick Alexander

CLASSIFIEDS

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3M Wollensack professional high speed cassette duplicator,ensures perfect software copy every time, nearly new, £850.00ono. Phone Audio Expression 0245 252414 day time.

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Spectrum Plus 2, still boxed as new, joystick, over £350 originalgames including Stormlord, Forgotten Worlds, New Zealand Story.Will sell for £170 ono. Phone 041 777 7792. Quick sale.

Saga 3 Elite keyboard £45. Disciple disk and printer interface£65. Crash numbers 16 to 54 plus two binders £20. Also smallselection of games. Everything in excellent condition. PhoneTroy, 0977 700365 after 5pm.

SPECTRUM 128K+2 for sale, includes one Cheetah joystick and over50 games including R-Type and Fists and Throttles pack. Will sellfor £110 ovno. Hurry up! Ring Lee on (0634) 360304.

Spectrum +3, Multiface 3, joystick, tape recorder + leads, over£300 worth of games, spare disks and box. All excellentcondition, bargain at £165 ono. Ring 0707 339632 after 6pm Herts.area.

FANZINES

BASIC is the A4 mag for Speccy owners. For the latest copy send acheque (made payable to the 'ZX Spectrum Club') for £1 to: Basic,18 Poplar Close, Biggleswade, Beds. SG18 0EW.

MISCELLANEOUS

Look! "KNOCKOUT" - boxing strategy/simulation - "85/10" - Oracle- £2.99! "GRAND PRIX RIDERS" - motorcycle strategy - "9/10" -Oracle - £3.99! "SPI-DROID" - excellent 'Gyroscope' clone -"9/10" - Oracle - £3.50! All 3: £7.99 inc. P&P!! Games sent 1stclass! SAE for details: V. Vity (CR73), 11 Willow Gr., Bare,Morecambe, Lancs. P.S 'Stig' plays for Squires!!?

Multiface/Multiprint owners - buy 'MULTISTORE' and use that 8Kmemory for storing Basic or screens. Instant retrieval withbutton! Even load games and reset without losing what's there!£2.99. M. Kinloch, 6(3F3L) Drummond Street, Edinburgh.

MEGAPRIX, the PBM motor racing game, 65 drivers, 30 teams, 16tracks, 5 engine & tyre types. Sounds good? Start up £2, turns50p. For more details send SAE to Malcolm Sims, 76 Mount Road,Canterbury, Kent CT1 1YF.

STABLE MANAGER is one of our latest releases. It features stablesof 12, photo finish, buy and sell, save/load and more. £3.99.Pacific Software, 83 Stuart Road, Walton, Liverpool L4 5QT.Cheques to Pacific Software.

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COMPO WINNERS

So, you wanna know who won the Sega Master System in the Double Trouble Boggle compo?

It was D Cassidy, Birmingham B35 7LJ. SO nah! And the 20 second prize winners who receive a copy of Double Dragon II and a poster are: Simon Jukes, Morpeth NE65 0EA; Andrew Critchlow, Leek ST13 5WL; Chris Rogerson, Northwich CW9 8QH; Stephen Wanless, Durham DH1 2BQ; Terry Wisbey, Hertford SG14 2PU; Simon Penfold, Blackwood NP2 1GD; David Wardle, Long Bennington NG23 5EQ; Ian Felgate, Stone ST15 8NF; Hazel Kirby, Hitchin SG4 9EP; David Walker, Wolverhampton WV4 4AP; David Maher, Waltham Abbey EN9 1LQ; Craig Nozedar, Hull HU6 8NE; Mark Smith, Plymouth PL5 1AZ; Craig Savage, Kendal WA9 7BD; J L Phillips, Blandford DT11 0AS; Graham West, Stroud GL5 5DS; David Asson, Billinge WN5 7PW; Graeme Derbyshire, Chorley PR7 5BB; Colin O'Hare, Liverpool L6 2LX; M Kidd, Bromsgrove B61 8RY.

And finally the five runners-up who receive a copy of Double Dragon II are: Michael J Fulford, Wigan WN1 2RU; Kevin Cawley, Bridgend CF31 4RQ; Charles Jeary, Odihall Hamps; Nick Nealson, London NW2 6AJ; Glen Owen, Ormskirk L39 7JG.

CHRISTMAS GIVEAWAY COMPO

What a lot we got!! Heaps of prizes, heaps of winners — check out here to see if you've won a prize!!

10 Ghouls and Ghosts games with a T-Shirt from US Gold go to: Anna Burke, Birmingham B42 1PX; Graham Saunders, Liverpool L18 6HW; Gary Stalmach, Heckmondwike WF16 0NG; Gareth Davies, Cardiff CF3 8AG; Elizabeth Bottomley, Mytholmroyd; Garry Clark, Woodstock OX7 2QF; Jason King, Scunthorpe DN17 3RB; Andrew Ollett, Brough HU5; Nicholas Young, Saddleworth OI3 5EG; Robert Gabriel, Uffculme EX15 3EW.

And there's ten Ghostbusters II T-Shirts from

Activision on their way to: Graham Paul, Tewin AL6 0LQ; R N Drummond, Llonelli SA15 3ST; Ryan Stojic, Bideford EX39 3HW; S Aquilina, Eastleigh SO5 7EZ; Wyn Gravelle, Carmarthan SA31 3ES; Christopher Palmer, Scartho DN33 2DD; P J Owen, Essex SS6 8QX; Mr E Howorth, Southport PR8 3TF; Martin Matthews, Aylesbury MP18 9PX; Barry Edmonds, Liverpool L7 6AH.

Closely followed by five CRASH Subscriptions from us!! D Wands, Fife KY2 5YJ; Richard Lane, Solihull B93 8BY; Barry Tuck, Oxford OX4 4JN; Paul Woodward, Oxon OX7 2HT; A Kilworth, Sheffield S30 4TX.

10 Operation Thunderbolt games and a T-Shirt were on offer from

Ocean and the winners are: Hilary Miles, Colchester CO3 3RB; Nick Humphries, Saffron Walden CB11 4AL; John Parker, Bedford MK41 9DF; Stuart Richards, Whitchurch SY13 2LB; Mark Starling, Eastbourne BN22 8TA; Alan Duncan, Rutherglen G73 4HQ; Stephen Beatty, Hebburn NE31 1HR; W Fitzsimmons, Newbury RG13 2PU; Carl Knight, Sheffield S8 0BH; Martin Townsend, Tottenham N17 9UG;

For football fans Gremlin offered ten Footballer of the Year II games and a T-Shirt and winners are: Mary Cross, Glasgow G71; Tom Ball, Abingdon OX14 1QE; Harry Mortensen, Seaham Co Durham; Matthew Williams, Walton-on-Thames; Alasdair Dow, Kirkintilloch G66 3PW; Dominic Hogan, Chipperfield; Kit Tse, London SE16 2LS; David Coverley, Redcar TS11 6QG; Andrew Heslop, Washington NE37 1JB; Howard Barlow, Stockport SK6 1HN.

What next — oh, yeah — ten Gazza's Super Soccer games and a copy of Dr Doom's Revenge from Empire: G Wall, Tyne & Wear NE28 8TH; Nick Shaw, Oldham OL2 5SZ; Damion

Routledge, Aughton LH5 7HH; John Lane, Peterborough PE6 8DX; Sue Foyster, Norfolk NR6 5SJ; Andrew Lewis, Shrewsbury SY1 3HR; S Mould, Milton Keynes MK2 3LP; Thomas Vanner, Lisburn N.Ireland BT28 3EB; Mr Williams, Bearsden G67 3HA; David Wood, Enniskillen.

And here are five Thrill Times and a T-Shirt from Elite, winners are: Steven Boow, Runcorn WA7 5JE; Brian Darlow, Highgreen S30 4HG; Chris Langford, Stratford E15 4BB; Robert Kernaghan, Glenrothes Fife; Dean Horne, Mansfield NG20 9DL. One Pictionary Game courtesy of Domark goes to Eoin Parker, Birmingham B16 9JP.

20 ultra trendy Thalamus T-Shirts from Thalamus to: Mark Stephens, Cornwall PL23 1HD; M Griffiths, Chorley PR7 5FA; M Flannagan, Stanmore HA7 3PB; I Plimmer, Merseyside WA12 8SD; Christopher Fox, Taunton TA1 2TA; Alan Hughes, Worcester WR4 9AJ; Adil Khan, Woodford Green IG8 7HF; Por Graham, Ryton NE40 3LF; Matthew Newnham, Kidderminster DY10 3YY; Craig Mortimer, Liverpool L29 9AF; Colin Macdonald, Duindee DD5 4RZ; Christopher Ainsley, Cleveland TS17 9AN; Kash, Birmingham B19 1QL; Greg

Cormack, Aberdeen AB2 8TA; Daniel Rudd, Birmingham B31 3RL; I Lawrence, Barnsley S75 4EF; Andrew Dolan, Cheadle SK8 6HR; Nicky Cleves, Barry CF6 6EE; Andrew Baker, Gwent NP44 4QJ; Simon Longi, Brecon LD3 7RA.

50 Punisher, Darius, Peanuts posters on offer from The Edge go to: Geraint Cooksley, Colwyn Bay LL28 4HN; William Lowres, Guilford GU1 3NR; Alex Marston, Sheffield S10 3EL; Richard Greenwood,

Stockport SK7 2LT; James Cook, Middlesbrough TS9 6LD; Daniel

Wiggle, Malton; Duncan Reidm, Argyll PA28 6DH; Tung Mac, London

SE3 9NT; Mr P Render, Dewsbury WF13 3RZ; Ben Jubb, Leapark OX9 3WW; Paul Hadnum, Manchester M9 2HB; William Beaton, Glasgow G71; Oliver King, Kidderminster DY10 4JJ; Tarl Smith, Telford TF1 2LN; Douglas Bryson, Stranraer DG9 7BS; Tardy Xavier, FFrance; Richard

Edwards, Brentwood CM15 0PY; A Cadman, Roothwell LS26 0QS; J A Guney, Surrey GU17 8EG; Richard Ollis, Bristol BS7 0BA; Nick Fillingham, Oldham OL2 5SZ;; Dean Nelson, Basingstoke RG22 4HD; Philip Maskell, Halton Fen PE23 5PG; James McCafferty, Liverpool L25 9NR; I Richard Bailey, Merseyside WA12 0DR; Ian Samwell, Northaampton NN3 4SH; Paul Green, Romford RM7 8QH; Nicholass Northall, Sheffield S31 9HF; Neil Lumsden, Fife KY77 7PY; Jonathan Noble, Ponteland NE20 9LX; Keith Darlington, Newton Abbot

TQ12

6YD; Mark Wood, Uffculme EX15 3EW; Carly Bäarnes, Newquay TR7 1QG; Carl Bookless, Darlington DL3 (0DJ; Mike Radford, Romsey SO51 8SZ; James Rogersonn, Pershore WR10 2BL; Stuart Miller, Dover Kent; Michhael Jones, Merseyside L35 9JN; Nicholas Hudson, Whitehaven CA28 8X2; Graeme Frear, Merseyside PPR8 2PA; Robbie Stevenson, Preston PR1 7UY; Philip Wood, Wothing BN12 5ND; Jonathan Hoare, Lancs BB5 2JJF; Andrew Cheung, Ashton-Under-Lyne OL6 9HT; Ian PPointer, Bicester

OX6 8LZ; Adam Rogers, Stone ST15 8DX; Ian Ewington, Seaham SR7 0BL; Laura Woodward, Nailsea BS19 2TP; Mark Strange, Battle TN33 9QE; Nigel Reynolds, Stapleford NG9 8EY

10 Christmas Collections and a T-Shirt from Heewson, winners are:

W Burton, Bromley BR2 0EX; Mark Jones, Wrexham LL14 3HN; Paul Neeshami Sunderland SR5 3BD; Edddie J Christie, Aberdeenshire AB5 9NH; Andrew Cooke, CClwyd LL20 8LB; Tim Pick, Farnborough OX17 1DX; Garethh Bennett, Cowbridge CF7 7AU; David Frears, Frizingtoon CA26 3XJ; Christopher Woodman, Telford TF3 2HN; : Phil Richards, Cardiff CF1 7BY

And finally ten Action Countdown games with lurzrve from Kixx go to: Mark Lunn, Walsall WS5 4HR; Aydelen Hipuiss, Nottingham NG15 8EF; Alex Evans, Cardiff (CF5 4AF; Kenneth Diamond, Glasgow G41 2ET; Steve Cuullum, Norwich NR6 5SJ; Paul Griffin, Bishop's Stortford CCM23 5BD; Matthew Roberts, Newcastle ST5 4BP; D Laceley, Chesham HP5 2ND; Stephen Maule, Newcastle Uporn Tyne NE3 2YH; Ian Sotheran, Durham DH6 3AF

Phew! That's it for this munf. Buut, who knows, you could be luckyy next time round...


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A CRASH Smash
Code Masters

Arcade Action

When Mark Caswell isn't working, he usually isn't working and can be found down at the arcades! And what's he been spending his illgotten coins on? Read on...



Calliber.50
Seta Corp

The year is 1972 and a lone USAF pilot is shot down over enemy held territory in Vietnam. A crack team of commandos are sent to the rescue but are wiped out. You're the stranded pilot who now trudges across screen after screen of enemy hatred. A gun and grenades help you escape the POW compound, but soldiers, tanks and choppers make life hell. Ammo and grenades are limited, but stocks are replenished by blowing open crates which appear throughout the game. These also contain extra weaponry — from a machine gun to an awesome flame thrower which kicks out a huge sheet of flame. In true Ikari Warriors style a mechanised vehicle can be commandeered, in this case a transporter plane: man the gun turret and blow the enemy suckers away! Although Calliber.50 is difficult, there's enough blasting action to stop you from kicking the cabinet in frustration. Well worth a look.

CHASE HQ II
(Special Criminal Investigations)
Taito

Ray Brody and Tony Gibson are back on the streets in a rip-roaring sequel to Chase HQ. The sleek black sports car is now a sleek red sports car. Sexy voiced Nancy has gone (boo) to be replaced by a new equally silken voiced girlie (hooray). The task remains the same: chase a variety of dangerous criminals on the freeways and smash into them when the large red arrow appears. Unlike Chase, Brody can now stick his head out of the sun roof (after opening it, of course) to take pot shots at the offending vehicles with his Colt automatic.

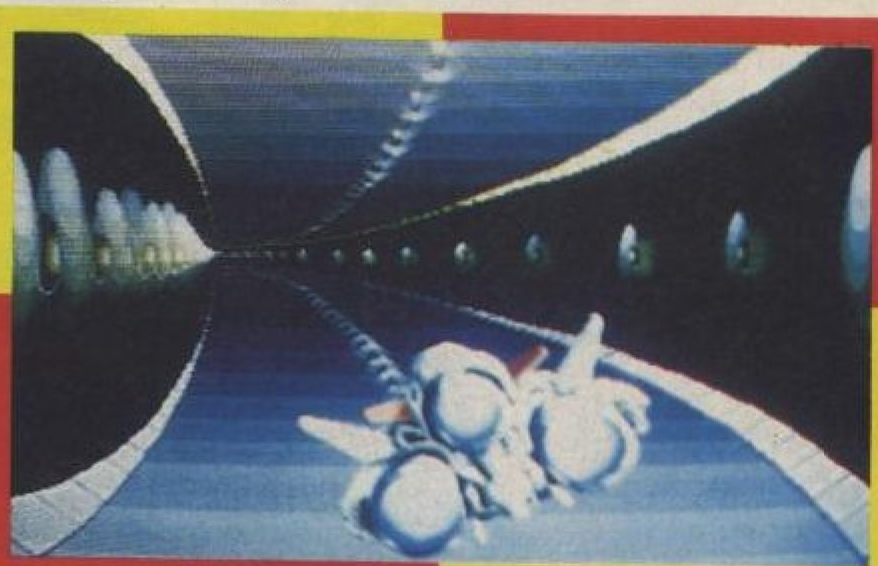
The damage meter knocks up faster when you blast away at them, and your gun has little effect. As luck would have it the occasional friendly helicopter drops you a bazooka, handy for inflicting more serious damage. But watch the motorcycle outriders who accompany some of your targets. These guys throw everything they can get their hands on at you, as well as blasting away with guns. Be a maniac driver and you could soon put the criminal away and be ready for further instructions. Special Criminal Investigations is Chase HQ with a couple of additions, and fans of the original should love it. This is certainly the Corky coin-op of the month.



R-Type II
Irem

The brave hero who saved the galaxy from a band of marauding aliens in his revolutionary R-Type craft is back. The plot has not changed much from his first outing: use the devastating range of weapons at your disposal to thrash the murderous alien hordes who dare to face you. As you possess the original ship, you'll know what initial armament to expect: the awesome R-Type laser that fires two types of bolt. A quick jab of the fire button results in a rather measly laser blast, but holding down fire unleashes a laser bolt of HUGE proportions.

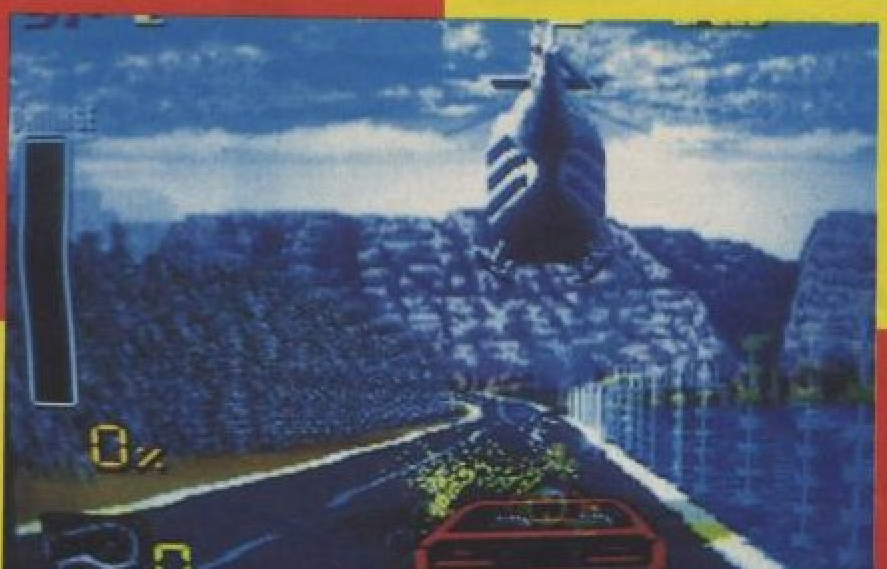
Bolt on weapons are won by destroying small floating egg-shaped aliens to collect the glowing orbs they drop. Homing missiles, lasers and remote craft among others are there to be had. You can be damn sure you need every weapon you can grab: as in Type I, the aliens are tough mothers who will stop at nothing to destroy you. Some of the original enemy craft are back, but the alien armoury has plenty of new additions to keep you on your toes. R-Type II is nothing new, more a continuation of the original. Like R I and you'll probably like II.



Midnight Resistance
Data East

For no explained reason a tough stubble jawed hero and (up to you) buddy are sent to a secret enemy base to cause as much death and mayhem as possible. Hitch a lift into the base on the front of a jeep driven by a beautiful blonde. From then on its blasting action all the way with a wild assortment of enemy technology blundering its deadly way towards you. Foot soldiers take pot shots with lasers, machine guns and flamethrowers, and tanks and helicopter gunships whizz onto the scene to add their point of view to the argument.

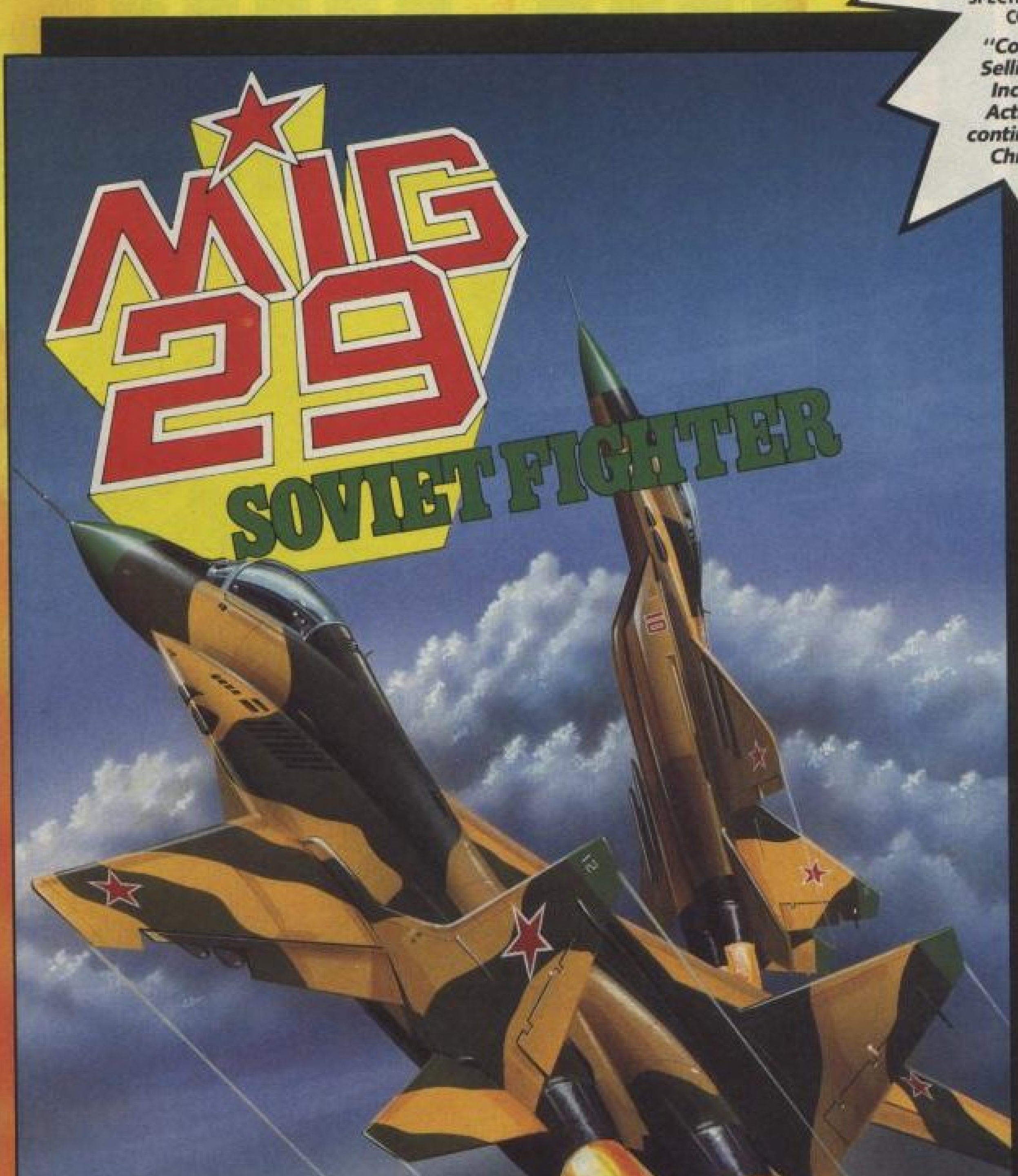
When an enemy dies he leaves a credit card behind (!). Collect these and enter the enemy armoury at level end: to the sound of alarm sirens (very nice) purchase as much as your credit allows — extra weapons, ammo and weapon-power ups. Midnight Resistance isn't anything special. Ok, it has some neat graphical touches, but it really just boils down to another average blast-'em-up.



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Code Masters

THE CD SIDE OF SPECCY

It's here!! The CodeMasters CD Games Pack has arrived at the Towers. Does it really offer something new for Speccy owners? Richard Eddy grabbed a compact disc player and gave it a spin.

The things your Speccy can get up to these days are amazing — and here's something else to give it a Taste of What's Yet to Come: a compilation of thirty games stored on CD.

What CodeMasters is offering here is not truly CD ROM, because CD ROM really needs a dedicated slave CD player, which naturally your average Amstrad Hi-fi doesn't have. With a slave CD player the computer selects the tracks of data information to load in and when to play them. Using an ordinary CD player you have to select the tracks, and the computer just accepts them. And that's what this games pack is all about — a simple and very effective way of storing data to load in.

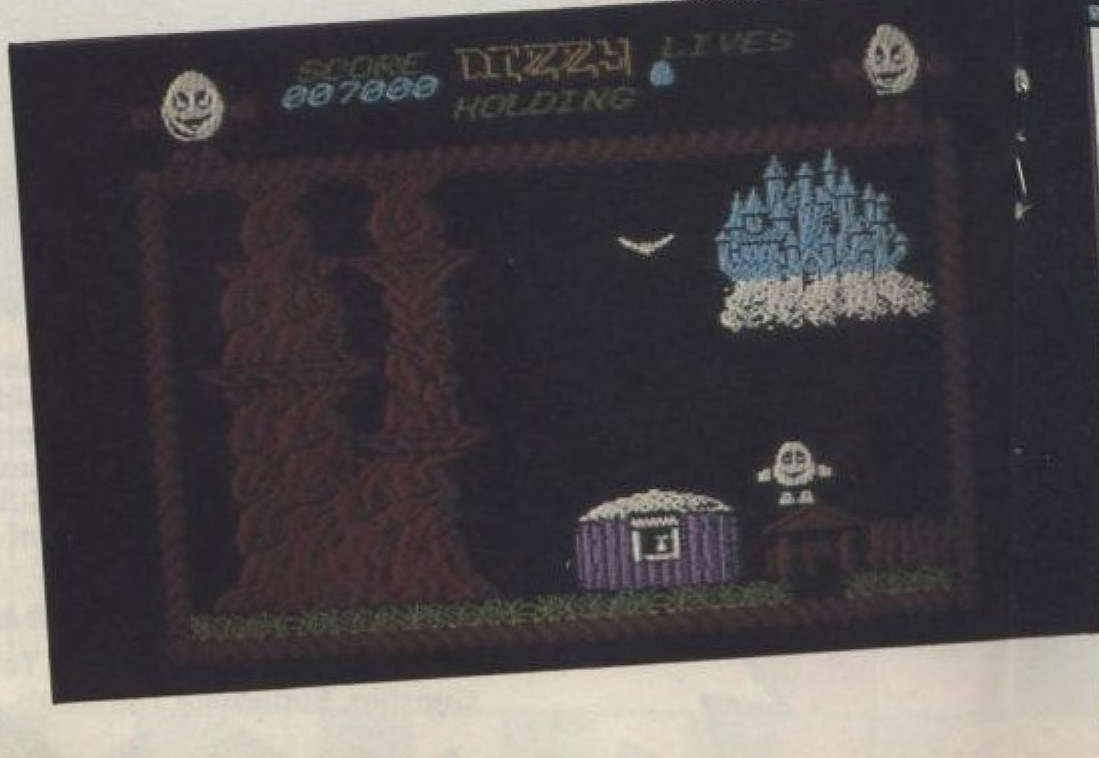
So, what do you have to do? Well the first thing is to connect your CD player to the Speccy. This is fine if you've got a Discman or any kind of personal CD player — that can easily be shifted around. But, if you're using a stack hi-fi CD player you'll have to get your Speccy within seven feet (about two meters) of your CD, because that's how long the interfacing cable is.

The cable connects from the headphone socket of your CD player (the cable has a 2.5mm jack attached, but a quarter inch jack adapter is included) to the joystick port on your Speccy. The 'box of tricks' which was originally going to stick out half way along the cable has now been condensed and sits inside the joystick plug.

At the heart of all this technology is a good old cassette: The system requires an initializing program to be loaded from the supplied cassette to prepare the







WHADDYA RECKON THEN?

The arrival of Speccy CD ROM is brilliant, though there is a risk of it being a short-term sensation which fails due to lack of support. If you buy it, you're encouraging other publishers to take a good look at the system and, hopefully use it. Ideally, by next Christmas, CodeMasters would like to see all games put out on CD single, all formats on one disc, and those who don't already own a cable could buy one separately.

But for now, is it worth getting? We reckon yes — as long as you've got access to a CD player. You're getting nearly £90 worth of games — a varied mix which are good to pretty brilliant; and, of course, it's the ultimate in Speccy one-up-manship.

F THE

Speccy, though it is a very quick load. Additionally, it helps you set the volume on the CD player correctly — you first turn the volume down to zero, then as

TRIED & TESTED VERDICT



track one plays, slowly increase it until the screen turns from green to red. It should all work fine now...

To actually load in a game select a track, say track 8 for Dizzy, just select 'load' on the screen and press track 8 and then Play on the CD player. When it's loaded, disconnect the cable from the joystick port, plug in your joystick and play. Should you leave the cable in the port, the game could well play itself, getting directional information from the CD player!! Games load in roughly 30-40 seconds, not the ever-so-quick 20 as originally thought.

INFO BOX

Product: **The CodeMasters CD Games Pack**
Price: **£19.99**
Supplier: **CodeMasters, 0926 814 132**
Games: **BMX 2 (Dirt bike, standard), Treasure Island Dizzy, Snooker, Fast Food, Rugby Sim, Jetski Sim (part A), Dizzy, 3D Starfighter, BMX 2 (quarry race, expert), Pinball Sim, 11-A-Side Soccer, Pro Ski Sim, Ghost Hunters, JetSki Sim (part B), Grand Prix Sim, Super Stuntman, Fruit Machine Sim, BMX Freestyle, ATV Sim, Street Soccer, Moto X Sim, Twin Turbo V8, Death Stalker, Indoor Soccer, Bigfoot, Arcade Flight Sim, Skateboard Sim, Soccer Skills, Street Gang Football, Super Robin Hood, Vampire, Ninja Massacre. Plus a slideshow of all the games' loading screens.**



EMLYN HUGHES IN TRIVIAL SHOCK HORROR!

CANNONS, CHARGES, STRATEGIES...





CCS, the masters of the war simulation game, are about to unleash Invasion Force and The General.

Invasion Force makes you the Commander-in-Chief of a World War WII allied invasion force and tests your strategic ability to control troops as they move around, engage in battle and hopefully win the war. Be another Eisenhower, Monty or Patton — will history take an unexpected change?

Similar taxing duties must be performed in The General: as the title suggests you will be placed firmly in the boots of a General in charge of the Grand Army during the Napoleonic Wars.

Both are games for big-headed egomaniacs who like the world's fate at their fingertips...

TWO SLA
COULD B

Grandslam have been a bit quiet on the Speccy front recently, but they plan to put that to rights with two hot new titles.

Space Harrier II and Scramble Spirit are about to take off this month. Space Harrier II sees the hero of the first game vainly battling against the forces of evil that seem to have taken a personal dislike to him. Armed only with a laser gun and sporting a powerful jet pack, our do gooding hero enters the fray. Twelve levels stand between him and success, with changing terrain as he moves from scene to scene. Huge alien factories, futuristic cities and even a bit of greek culture add background the struggle for survival. And we're assured by the programmers that there are a heck of a lot of demonic forces standing between Harrier and success. These include batmen (but no robins), lions, robots, suits of armour and even giant nuns(!!). But if you think the minions are bad wait until you get an eyefull of the end of level horrors.

There's twelve of 'em (twelve levels, gettit?), and these are HUGE. A dragon and a three headed turtle (sounds cute) are among the nightmare creatures: Space Harrier looks like he's gonna get a sore trigger finger.

The game is being programmed by Teque, with Terramex and Thunderbirds to their credit. If Space Harrier II is anything like as good as those previous titles, Grandslam is onto a winner, especially as the sprites are claimed to be bigger and more varied than in the original. Wait and see...

Mark Caswell's investigations into Audiogenic's association with the famous man himself...

Did you know that in one part of London young men can still be fined a shilling for not practising archery on a Sunday morning. Or that the reason for the railway lines stopping on the outskirts is that land owners wouldn't let people like Mr Brunel (who built Paddington station) cover their land with dirty great tracks (though they were foiled when the Underground was built).

What does this have to do with a computer game we hear you cry. Well not a lot, but it seemed a good intro for the next Audiogenic title called Emlyn Hughes Arcade Quiz.

On a cold and wet December day we went along to the press launch for this prestigious piece of computer entertainment. The proceedings got off to a good start in an olde worlde pub complete with refreshments whilst awaiting the tour bus that would take us around the most trivial parts of London. On the tour we learned plenty of useless facts like the ones above, and stopped off at the Virgin games store where Emlyn 'Eee, I know, I know it' Hughes was signing copies of that other Audiogenic hit, Emlyn Hughes International Soccer, and waving the odd trophy about. Much impressed, we ended up in Cricklewood and a nice little pub called the Hogs Grunt (!), where finally the new game was demonstrated and indeed explained.

Loosely based on the popular pub trivia machines, Emlyn Hughes Arcade Trivia Quiz takes you through ten maze levels full of exciting questions. There will be six categories: Pop and Rock, Sport, Entertainment, Arts and Literature, People and Places and Pot Luck. The idea is to wend your way through the maze of dead ends and hazards to reach the Wine Bar on the other side. Questions must be answered within a set time limit or the Lose Bar that is chasing you will swallow you up (and on the way you must collect as much money and fruit as possible).



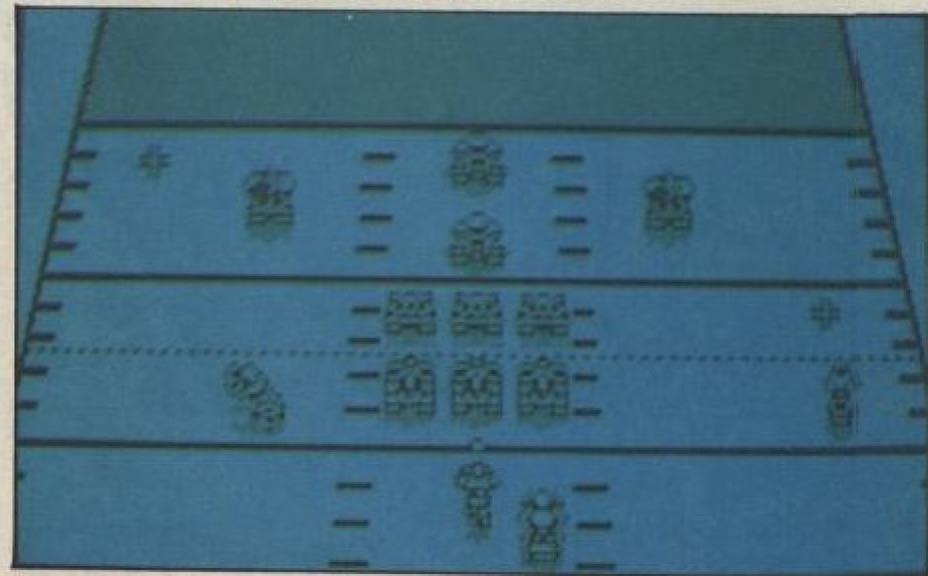
To help you stay one step ahead there are special feature blocks to land on which will give you ammo to explode question blocks (and thus give you free passage), or 'Blaster' blocks on which you'll be able to blow up multiple question blocks. 'Clock Stoppers' allow you extra time, whilst landing on a bonus game tile allows you to enter a special against the clock cash bonus screen. If you manage to stay one step ahead of the Lose Bar and make it to the winning line you get the chance to gain enough money to enter the next level (or skip a level if you win potsa dosh).

Real champion trivia buffs can reach the Master Game where a limited time is allowed to search question blocks and collect magic gems. If you find all the gems a code word is revealed. Get this and you can enter a special real life competition (with a neat prize!). Expect a full review next issue.

MS THAT
E GRAND



MONSTER FOOTY CHAMPS



Cyberball is the next game from the Domark/Tengen stable. By 2022 the sport of Gridiron Football has changed: humans have been retired and huge metal monsters five times the size of a man have taken over. But the game remains the same — get that ball over the opponents' goal line to score a 'touchdown'. Things have got tougher though, in this violent game the ball is a bomb! With over 100 offensive and defensive plays, time outs and the ability to swap weak or demolished robots, Cyberball looks likely to come in with a bang any mo now to coincide with the Super Bowl.



Nick's PLAYING TIPS

Wotcha! How ya diddling? This new 1990 thingy (it's a year Nick - and it ain't that new no more — Ed) is a bit of a laugh isn't it? All I seem to have done so far is drink copious amounts of intoxicating liquid left over from the annual Newsfield bash! Wot a do that was!! Have you ever tried to drink lager with trifle, sausage rolls and cheese and pineapple on sticks in it? It ain't too tasty!

I've got a ton of tips for you this month including stuff on Operation Thunderbolt, The Untouchables and a brilliant map of Deja Vu! What a lucky lot you all are. So instead of reading all this highly intilecuol (is that how you spell it?) introduction get and use them tips.

Operation Thunderbolt

Operation Thunderbolt tipped already! These little pointers should help you get going in the game that you have probably been stuck on since before Christmas.

1. Shoot helicopters and jets first of all, the soldiers are not so dangerous.
2. To kill vast quantities of enemy, circle your joystick and keep pressing fire, this will soon polish them off.
3. Reserve rockets for level three so you can easily wipe out all the helicopters and jets.
4. Do not stop shooting, keep collecting ammunition to build up an ultimate fighting machine.

The Untouchables

Another great new game from Ocean and a real toughy, unless you have these tips on the first three levels to help you out. They are from Carl Hart of Church Stretton.

Level 1

Keep moving and shooting until you find the bookeeper. Then keep shooting until he leaves the evidence behind. Don't let him walk into you as this drains your energy severely.

After you've got the bookeeper on the far right and up, get the evidence. Then quickly jump off the platform to avoid loads of massive blokes with powerful guns appearing.

Shoot the man with a black coat and beard for a violin case containing 50 fast shots or a first aid parcel to increase your energy.

Level 2

Memorize the order in which the barrels of liquor appear, it's the same every go. To start with use Ness until his energy reaches red, then change to Wallis, Malone or Stone and do the same each time until all liquor is collected. Doing this you can use each member's energy almost to the full, but keep them all alive for level three. Above all make sure Ness and Stone survive this level, otherwise you can't continue.

Don't look through the binoculars, it's too difficult. Instead get used to seeing where to shoot by looking where your trail of gunfire goes.

Avoid petrol bombs at all costs!

Level 3

This level is nearly impossible unless you've got three or all four of the team left. If you've only got Ness and Stone you'll have to reset the computer and start from scratch!

Switch the characters around as in level two, but again keep Ness and Stone alive or you can't carry on.

This level has several parts. Get all the liquor bottles except one, then (in the defensive position behind the wall), select the character with the most energy and let the timer run down to about five seconds. This will heal the other three characters' energy a little for the next section. Then pop out from behind the wall, shoot the last bottle and you're on the last part. Do the same on each section until you complete the level.

Finally, when you go behind the wall to load your gun don't wait for your character to click it twice, simply go right (behind the wall) then back left straight away. While the screen is scrolling left your man will load the gun, saving time.

GRUMPY GUMPHREY SUPERSLEUTH

A great game this, and it was on the cover a couple of issues back. Here are some tips to help all those of you who haven't a clue how to play it

★The red button in the lift is for switching the light on and off. Dont press it as you can get into all sorts of trouble with the light off.

★Don't leave Grumpy standing still for too long as he will sit down and the yellow bar will decrease. This also happens in the boss's office.

★Your glasses are most likely to get broken by touching the policeman in the room with objects 3-10 in it. When your glasses are broken you can't stand on the box, so it's best to take the glasses with you when you enter the room.

★Don't pick up the green bottle on the first floor or you'll get drunk with the control method going weird.

★You need the crate to collect objects 2, 4-10 and 16. To collect object 2 position the crate leaving a gap between the bottom of the crate and the shelf on which the banana is.

★You can alter the direction of the escalator by pressing the other arrow which isn't flashing nearby.

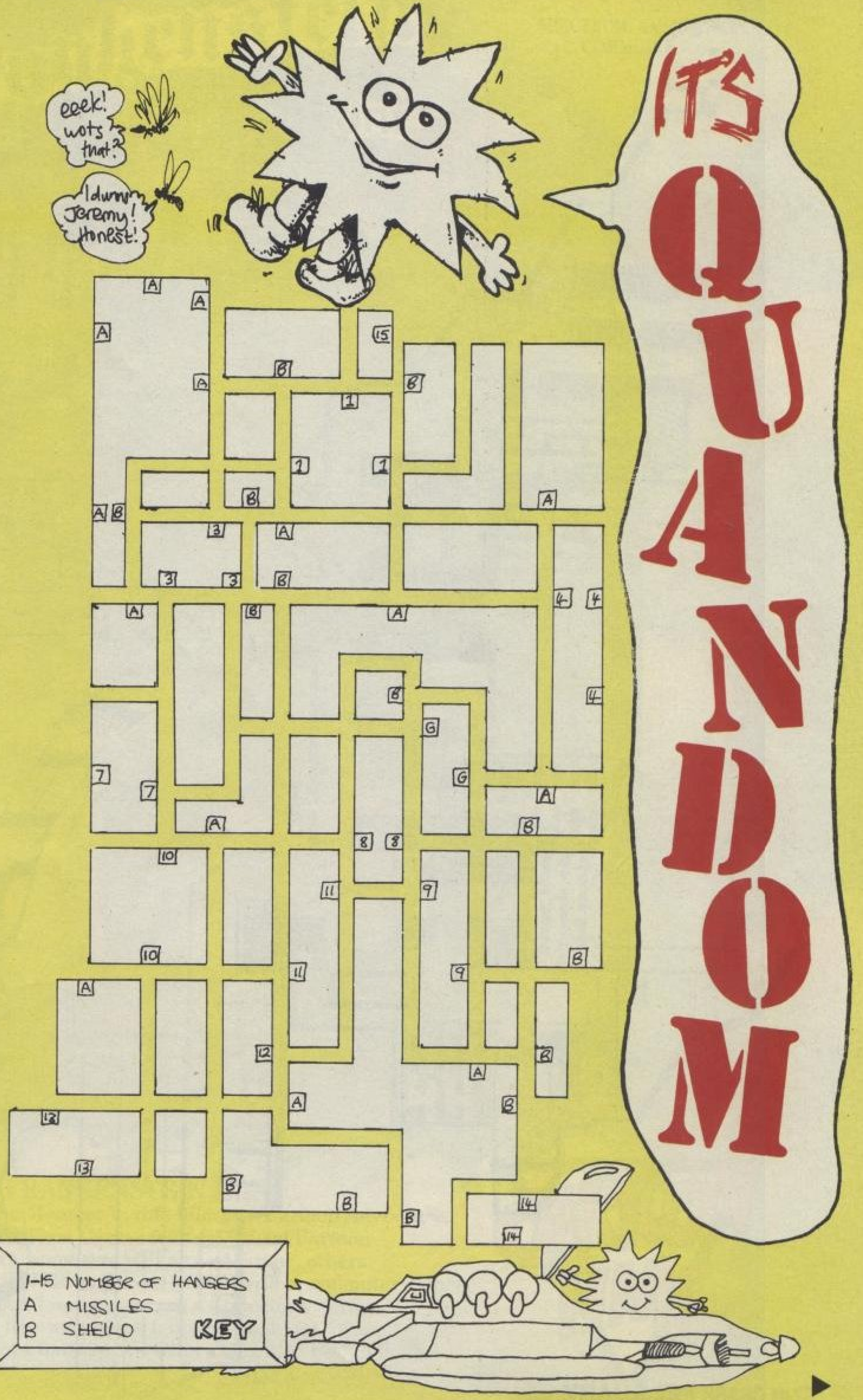
Super Wonder Boy in Monsterland

A triff game this, on the Spectrum anyway. You should see it on the Amiga! So slow... All victims of the game on the Spectrum can now get their own back with these helpful hints and tips from Tim Hudson **of Knutsford.**

★As you may well know SWB is well 'ard, but to gain extra cash one of the best things to do is to keep running and jumping (unless there is a bad guy in the way) as coins will occasionally fall from the sky.
★ Use bars and make a note of what they say when you choose a drink.
★Look out for secret levels and coins, note down where they all are.
★The sphinx in the pyramid had 'chicken' for dinner (whaa?).
★ If you come across a secret shop selling armour get it as you need it to kill a knight.
★ Save cash to buy the Legend Shield too, as this is most useful.
★ Whenever you come across magic for sale, buy it.

★Try to set up different tasks and bring the things you need to the right place before the tasks actually come up.
★Avoid contact with policemen, who break your glasses and the men who run around the store with pipes in their mouths as they cause you to drop some of the items you are carrying.
★If you're not sure what a certain object does when you come across it leave it in the lift or by one of the lift doors.
★Use the skateboard to get around the store much quicker and save time.

The Tasks
The tasks are listed in order of how they appear in the game so you can organise the objects you will need and save time.
1. Ducks - Collect gun, shoot all eight ducks on the two screens.
2. Bugs - Collect Aerosol can and shoot all bugs in both screens.
3. Tea - Collect crate, go to cafe, drop crate in front of tea cup, climb on crate, pick up tea cup an take it to sir.
4. Thief - Collect crate, go to room with handcuffs, drop crate in front of handcuffs, stand on crate, pick up handcuffs, find thief (he moves slowly and wears a hat and big coat — sounds like Mark Caswell!), walk into him until you capture him with the handcuffs. He should now follow you to the boss.



DEJA VU

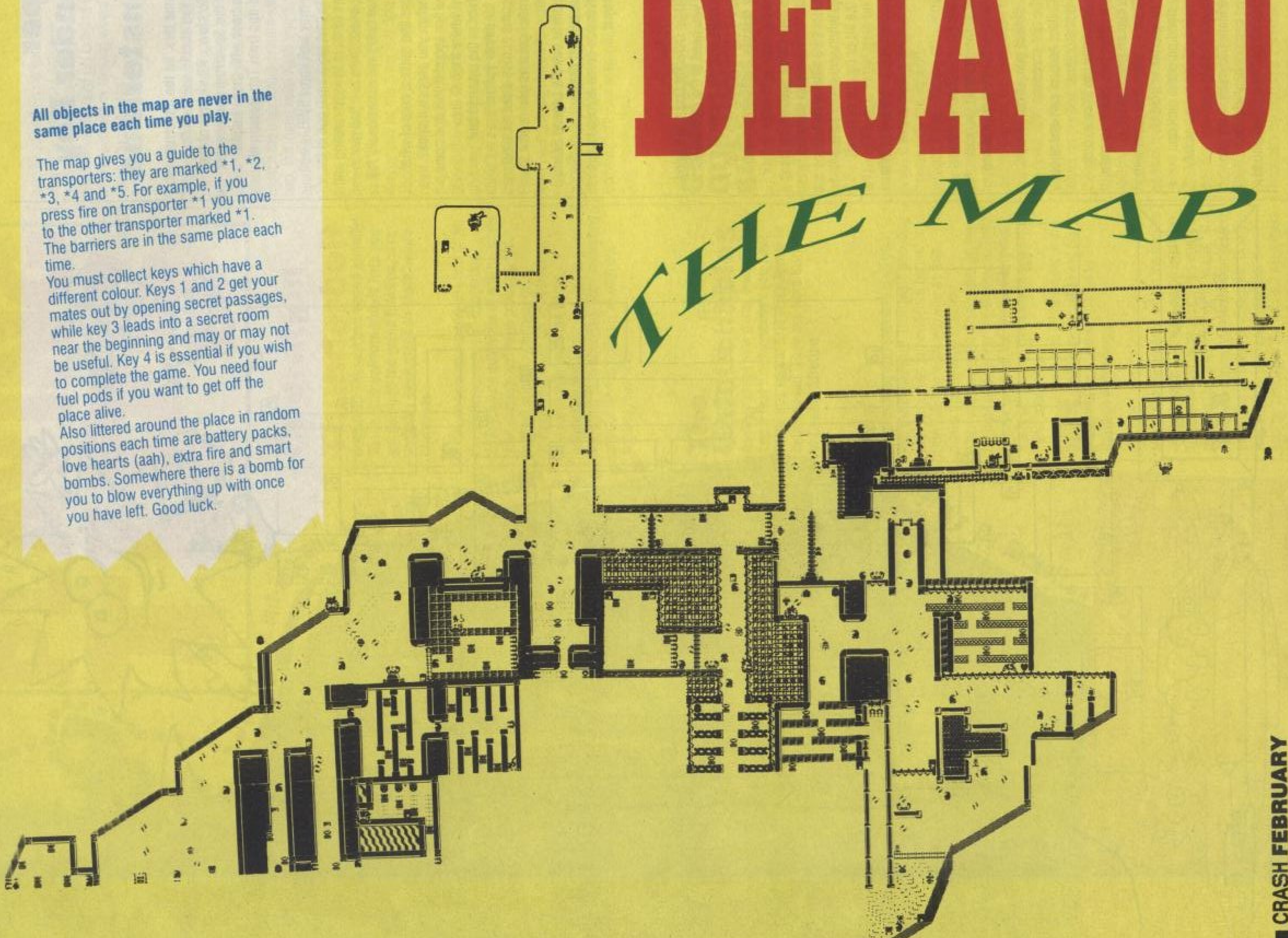
THE MAP

All objects in the map are never in the same place each time you play.

The map gives you a guide to the transporters: they are marked *1, *2, *3, *4 and *5. For example, if you press fire on transporter *1 you move to the other transporter marked *1. The barriers are in the same place each time.

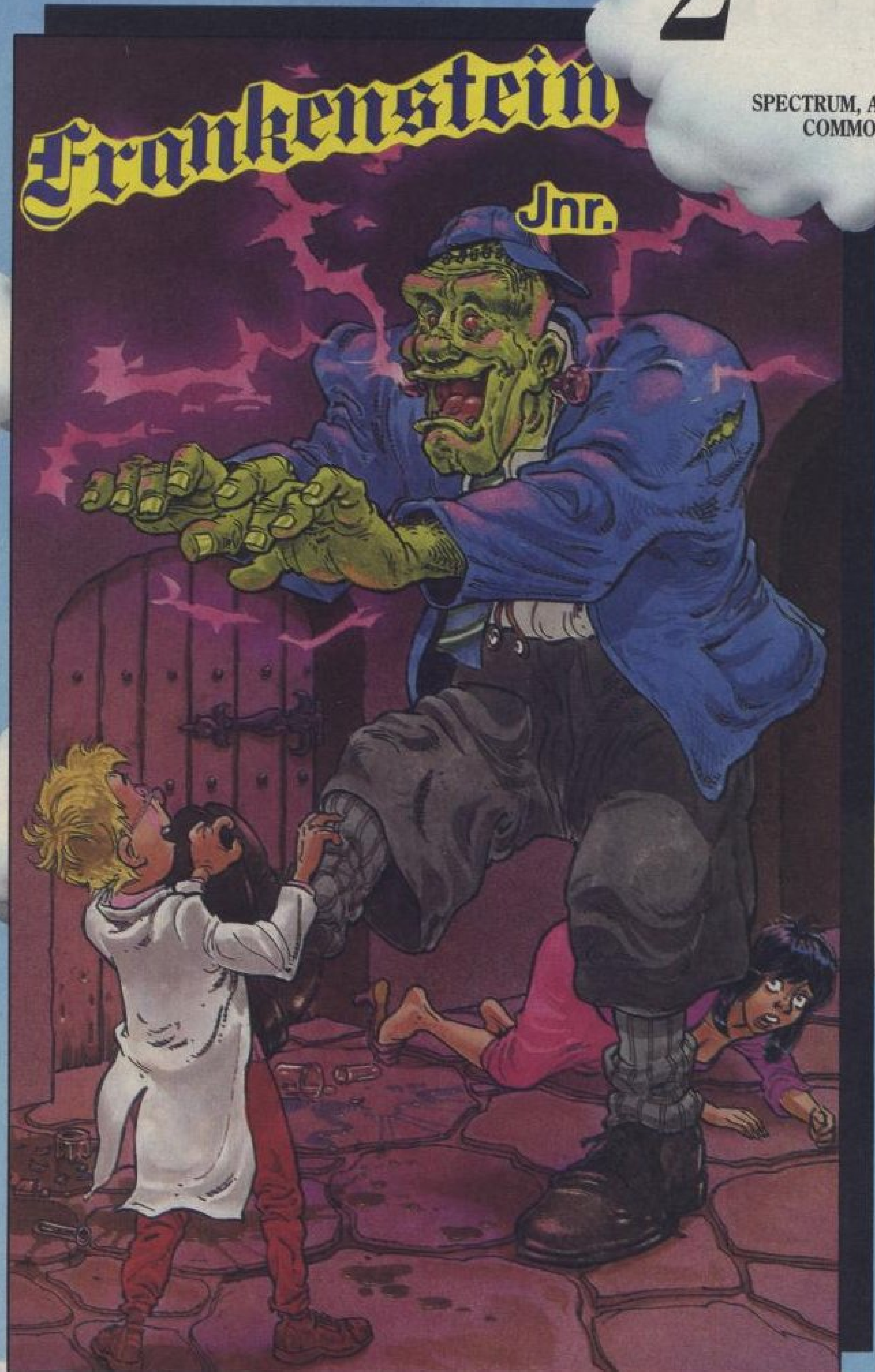
You must collect keys which have a different colour. Keys 1 and 2 get your mates out by opening secret passages, while key 3 leads into a secret room near the beginning and may or may not be useful. Key 4 is essential if you wish to complete the game. You need four fuel pods if you want to get off the place alive.

Also littered around the place in random positions each time are battery packs, love hearts (aah), extra fire and smart bombs. Somewhere there is a bomb for you to blow everything up with once you have left. Good luck.



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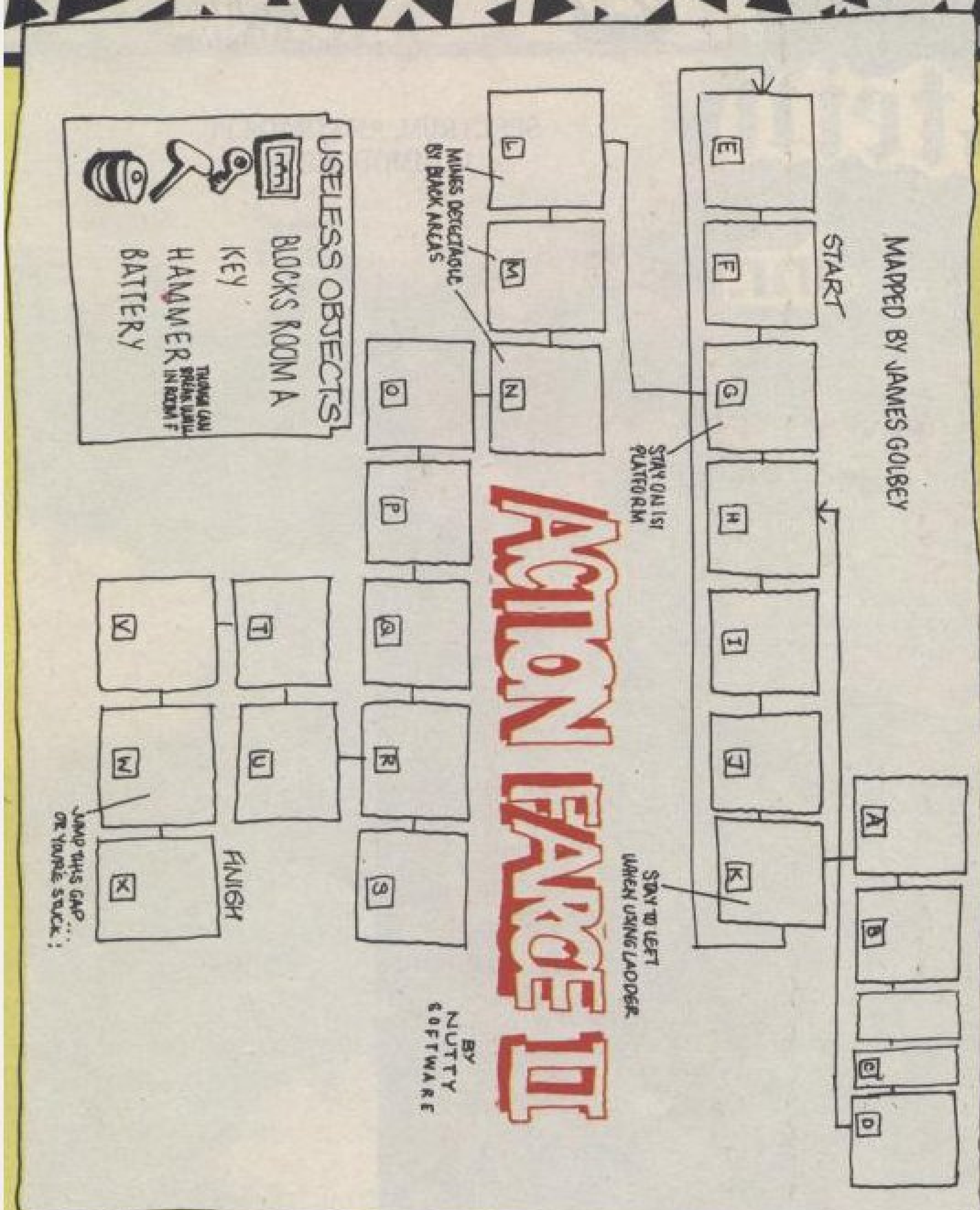


No. 1
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CARTOON TIME

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PULSATING POKEMANIAS

Cor, another fun packed Pokemania stuffed full of POKEs from Graham 'TURBO' Mason, **the man with his finger on the button (wha...?). Just take a look at the goodies on this month's tape...**

Hard Drivin'
Toobin'
Operation Thunderbolt
War Machine
H.A.T.E.
Alien Syndrome
Meganova
Wizard Willy
Chase H.Q.
Deja Vu
Turbo Out Run
Galaxy Force
Rock 'n' Roll

What a selection. All you have to do is load up the Pokemania program off the cover cassette and select the one you want off the menu by using Q to scroll it up and A to scroll it down. ENTER selects.

GOONIES

All these old games are now coming out on rerelease, and Goonies has got to be one of the best. Scott McDonald **of Condorrat has sent in the solution.**

Level 1
Man 1: Take the chair and push it under the ladder that leads to the press. Go up and start printing.
Man 2: Take him and go to the bottle filled with water. Jump at it. Now jump away. A passage will appear. Go down the fireplace passage, then along.
Man 1: As soon as the press arm reaches as far down as it can, run to the passage and go down and along.

Level 2
Man: Go to the drill object down the bottom and stand on it.
Woman: Go on the lift and past the boulder and onto the log. Avoid the pots, then jump off at the other side. Jump up onto the bar, go along and get the key, go down the ladder and past where the wall was.
Man: Go left as far as possible. All the time watch out for bats.

Level 3
Man: Go right, up the ladder, left, up the ladder, jump left to the ledge, go up the ladder and onto the bar.
Woman: Go right up the ladder, left and stop when you are at the pipe valve. The steam next to the bar at the top should be off.
Man: Go right off the bar and down the ladder.
Woman: Go left, up the ladder, jump left on the ledge, left up the ladder, right and jump onto the bar.
Man: Go up the right ladder and touch the valve. The steam next to it will disappear.
Woman: Go right off the bar, touch the man and go down the right ladder and through the hole where the pipe was.
Man: Go down the right ladder and through the hole. Watch out for the man with the gun!

Level 4
Man 1: Go and stand under the first hanging switch. When the ball is about to reach the ladder jump up and hang onto it. The ball rebounds off a wall. Jump down as the ball rolls back.
Man 2: Go and stand under the second hanging switch.
Man 1: Jump up onto the switch and let the ball fall through the hole onto the level where man 2 is. Run down to the third switch.
Man 2: While man 1 is doing this, man 2 should jump up to put up the wall and make the ball bounce off it. Jump down to get rid of the wall and close the hole. Keep on doing this until man 1 is at the next switch. Repeat process but at the same time make man 2 go to the lever and push it forward.
Man 1: As the ball goes towards you (travelling from right to left) open the hole and let the ball fall down it and through the gap the second lever was guarding. One of the three slats has been destroyed. Repeat the process two times then make both men fall down the gap where the slats were.

Level 5
Woman: Go through the right eye hole and stand on the pad.
Man: Jump from the left to the right eye hole and go down the long ladder.
Woman: Wait until a bird with a skull arrives just below you and just across from the man. Then jump twice onto the switch. The egg lands on a new bridge.
Man: Push the egg over the bridge and into place. Go back under the ladder.
Woman: Get down. Repeat four more times. The egg can land in other places, but this is the easiest way. If an egg hatches get the person it is after out of the way. When five eggs have been piled up they form a ladder. Get down off the switch and go to where the man is and make both jump the gap (this may take some time).
Both: Make sure no birds are coming, then climb the ladder and jump right.

Level 6
Get one man to the switch in the centre and activate it. Get the other man to go through the gap where the gate was. Work your way down, land on the white block then jump right onto the switch. Repeat with other person.
How the blocks work: In the centre there are three coloured blocks. Blue, red and white. Drops will fall and press them.

Colour Hit

What Happens On Left
What Happens On Right
BLUE

BLUE BLOCKS DISAPPEAR
BLUE BLOCK APPEARS
RED

RED BLOCKS DISAPPEAR
RED BLOCK APPEARS
WHITE

WHITE BLOCKS DISAPPEAR WHITE BLOCK APPEARS

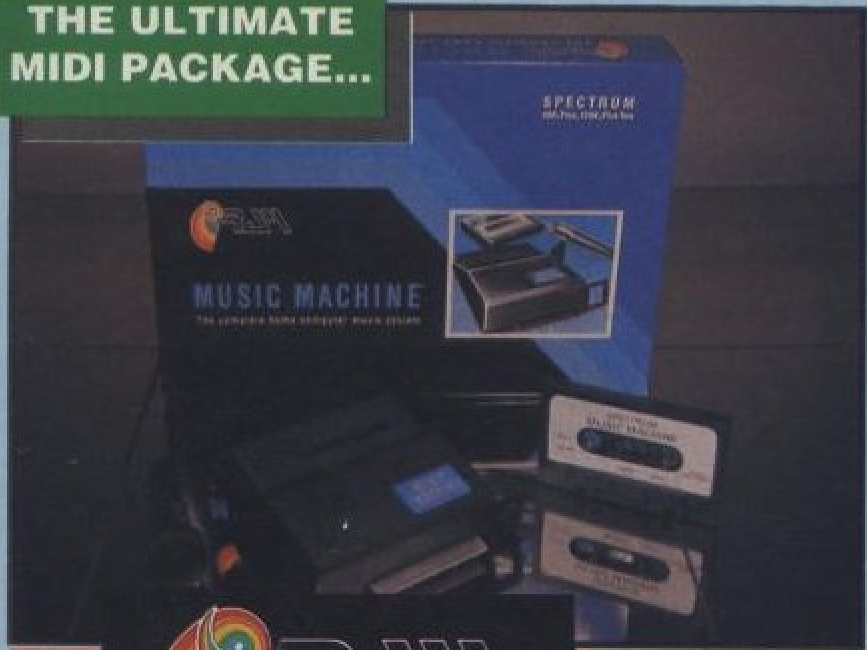
Level 7
Man 1: Get both up the ladder then jump onto the hanging bar. Wait until the bat passes then go up the ladder and along the other bar. Fall down and wait until the bat is half way, then jump onto the switch. A box will fall down the bottom.
Man 2: Push the box along, jump on it and jump onto the other switch and push up. The octopus is now down. If not, kill yourself and start again (charming!).
Man 1: Fall off to your right, go right then jump the gap where the octopus was.
Man 2: Go right and jump the gap. Watch out for bats when jumping the gap.

Level 8
Both: Go up the ladder.
Man 1: Go down one and jump up to the switch. A box will appear.
Man 2: Push the box down to where mama is, then just after she passes the box (going from left to right) fall down, push the box left until it is under (or near) the switch. Jump up onto the box and onto the switch, a box of treasure appears and mama is distracted. Push the box as far right as possible and jump onto the box, then jump right to the ladder, go up and jump onto the flag.
Man 1: Do the same as man 2.
Well done, you have completed the game! Now to it again.

I bet you're sitting back in your armchair exhausted from all the excitement from this month's tips. I'll be doing it all again this time next month, so tune in again then. Meanwhile send in all your tippy things to... Nick 'gis a scan' Roberts, Playing Tips, CRASH, PO Box 10, Ludlow, Shropshire, SY8 1DB.

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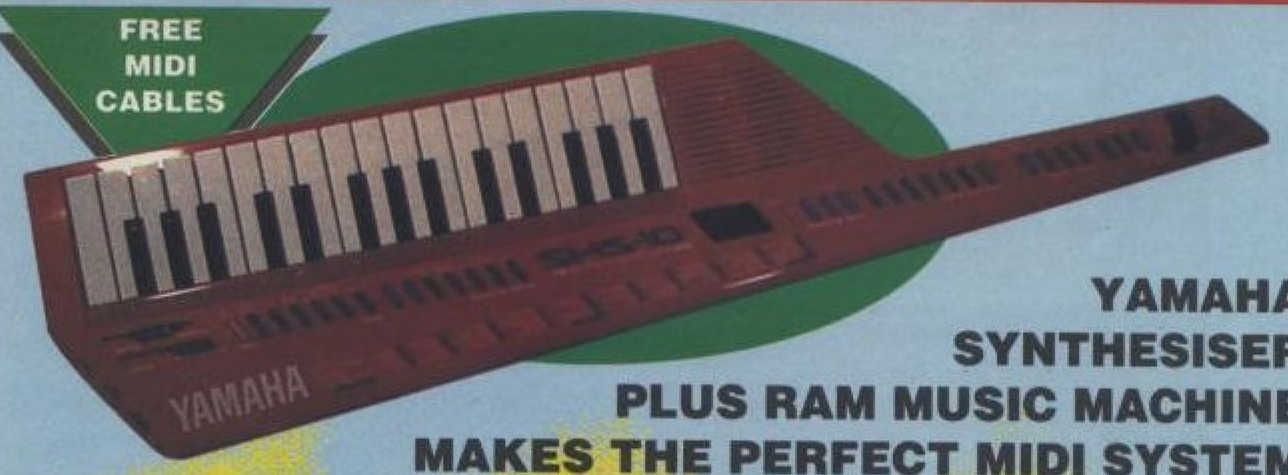
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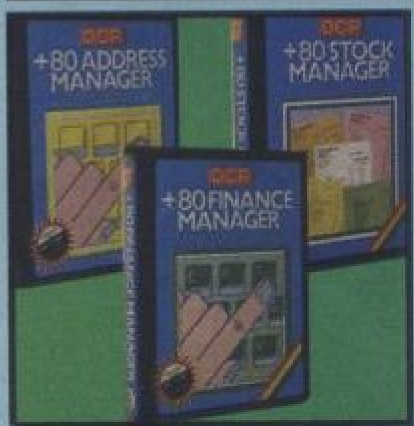
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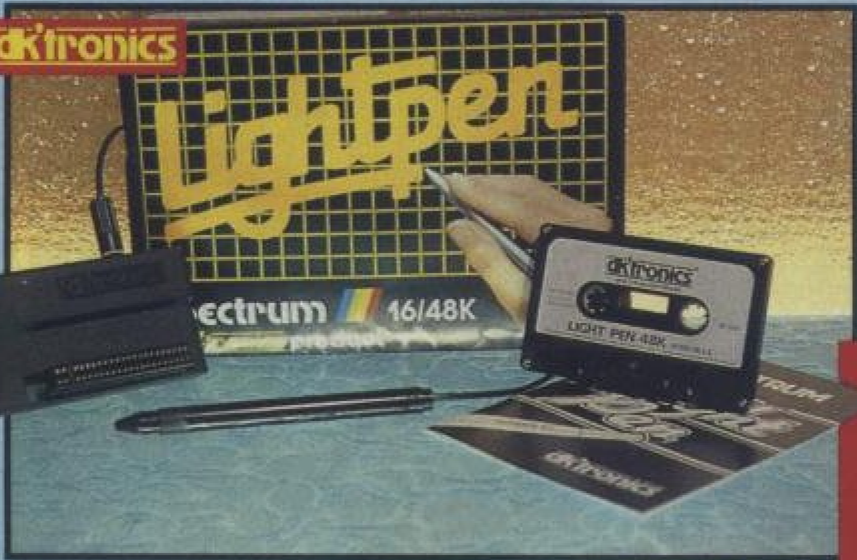
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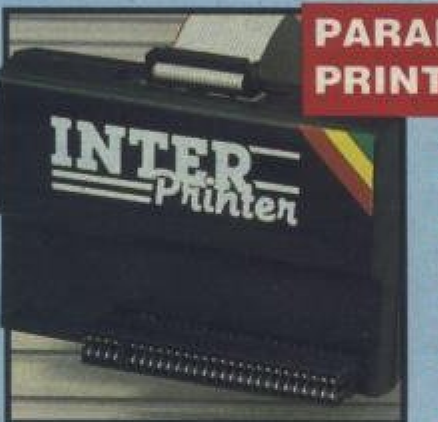
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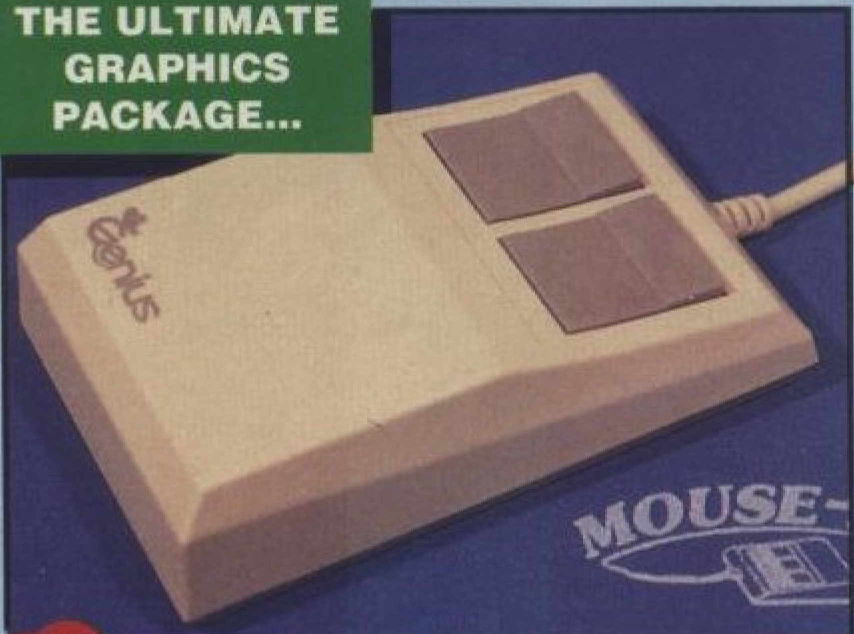
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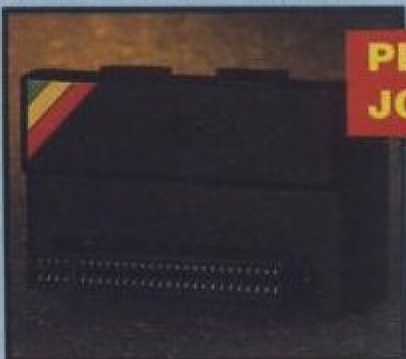
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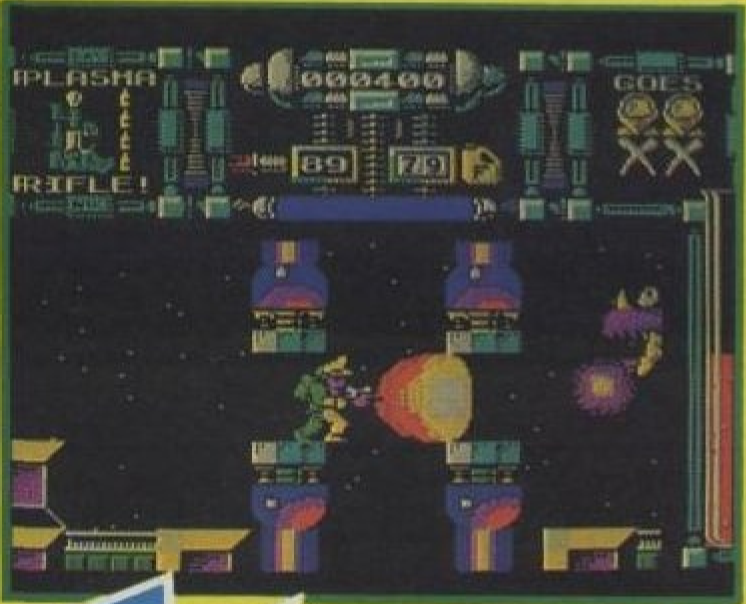
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REVIEWS



A CRASH Smash

DAN DARE 3



Virgin Games/Probe £9.99 cass, £14.99 disk

This is the third game in the Dan Dare saga, and whether Virgin are going to leave this as a trilogy will be interesting to see, because this offering is every bit as good as its predecessors. The Mekon's evil knows no bounds: in his attempt to take over the Earth he has carried out a series of cruel 'Treenisation' experiments. All have failed, leaving the unfortunate victims as twisted mutations of their former selves. What he needs is a human subject to experiment on, and that human is... of course Dan Dare.

Ol' green bonce's minions kidnap the good Colonel in his sleep, and Dan wakes up in a Scientific Satellite in orbit around Venus. Uttering 'Never say die...'he's up and about before you can say 'Mekon is Master of Mekonta' and intent on escape. A ship stands ready to whisk him back to Earth. The only problem is it needs refuelling, and so braving the mutated creatures Dan, armed with a pulse rifle, scours the satellite's levels for the 50lb of fuel he needs to escape. Travel between levels is via teleport.

As in R-Type the longer you hold down the fire button the larger the energy bolt Dan's rifle kicks out. Ammo is limited, but can be picked up along with other weapons from a handy computer terminal in the store level. Depending on your power level, which increases with every alien shot, you can pick up 'Nuke' smart bombs, bouncing bombs, extra lives (to a maximum of four) and of of course extra ammo. Fuel can also be found for your jet pack (which needs constant replenishment), as well as for the escape ship. The Mekon and his clones are heavily in evidence, and Dan will need all the firepower and cunning he can muster to make his getaway.

The first two parts of the Dan Dare saga were excellent, and I'm glad to say the third is just as good. Colourful sprites abound, and with as near as damn it zero colour clash. The plot is as involved as before and the action is just as hot. Fans of Dan Dare, and count me in, should take a look at this game.

MARK 92%

NICK Dan Dare was good, Dan Dare II wasn't bad but Dan Dare III, wow! The last time I saw that much colour on screen at one time was on Cybernoid. Pretty impressive don't you think? Yup, but it can get a little confusing when you're blasting away lots of aliens and all you can see is COLOUR! Some of the graphics seem to have suffered though, Dan Dare must have had a face drop instead of a face lift! He's swopped his detailed features for a pixel for an eye and a blob for a nose. All the other characters in the game are quite detailed though, especially the Mekon.

The game is deceptively simple in plot, but very playable. The warping sequence between levels is also pretty impressive, but hard on the eyes. Flying through a trail of squares on a starry background - phew!

Dan Dare III is one of the best games this issue, have a look for yourself.

90%

Even without the faithful Digby, Dan Dare is as big a hit as ever.

RATING	
PRESENTATION	86%
GRAPHICS	90%
SOUND	85%
PLAYABILITY	86%
ADDICTIVITY	88%
OVERALL	**92%**



GAZZA'S SUPER SOCCER

Empire/Brian Rogers £9.99 cass, £14.99 disk

Yes it's here: Paul 'Gazza' Gascoigne's sponsored game previewed a couple of issues back finally emerges from the changing rooms. One or two players can participate (in one-player mode the second player is the computer, not quite as physical). And like all sporting activities the first task is to work out one's options: the menu. Create your own league, create a cup or play a friendly match.

Whether you create a league or a cup, you can choose how many teams are competing with — name your league or cup, and finally change the names of any of the teams. You then get to choose a team, whether you want to fiddle around with their speed and skill levels, then modify the playing time and kicking style.

The game is entered: the pitch is viewed in a horizontal plane with the respective teams hoofing the ball either left or right. It's only when a player moves off the side of the screen that the view flips through 90' and you find yourself moving up the screen towards the goal, which is most confusing for the first few games. The player under control is picked out by an arrow hovering over him, although most of the time this guy is at the other end of the pitch, mostly when an opposing player has the ball.

Gazza's Super Soccer contains a couple of novel features, the Boot-'O'-Meter and especially the ability to save a game and play on any 8-Bit machine. But apart from that it boils down to another run-of-the mill footy game with some neat graphical touches on the players and crowd. Mind you the crowd is static, and the players judder around like a drunken ghost. Despite what we reported in the preview, take the time honoured advice: promises might not live up to reality.

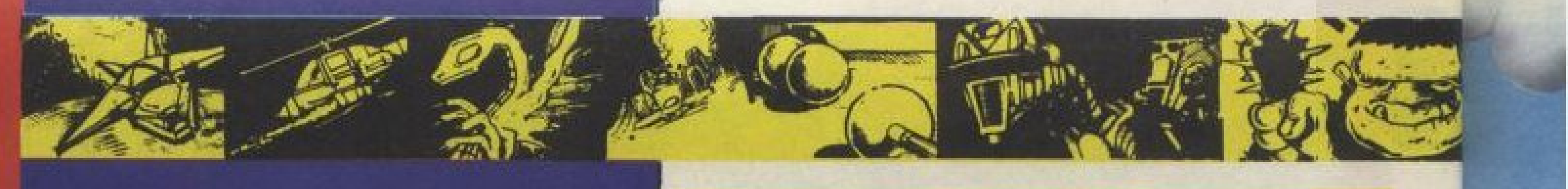
MARK 61%

NICK Gazza's Super Soccer is another football game trying to imitate such greats as Match Day. It's a pity it hasn't worked really. All the footballers are drawn badly — they have no faces and walk around with one leg firmly on the ground all the time (something one does not expect any longer in the 90s. What is really odd about this game is that the pitch comes in three sections, this really stops any enjoyment you could have got. When the ball is in the centre you get a sideways view, but if it goes towards either goal the screen shifts round and you get a head on view of the goal - all in black and green monochrome. The most excitement I got out of playing this was changing one of the player's names to Gazza — then kicking him on the pitch. Definitely not the best football game ever to be produced.

57%

Unfortunately, Gazza joins so many football games and gets the red card.

RATING	
PRESENTATION	60%
GRAPHICS	61%
SOUND	55%
PLAYABILITY	54%
ADDICTIVITY	56%
OVERALL	**59%**



Turbo Out Run

US Gold/Ice Developments £9.99 cass, £14.99 disk

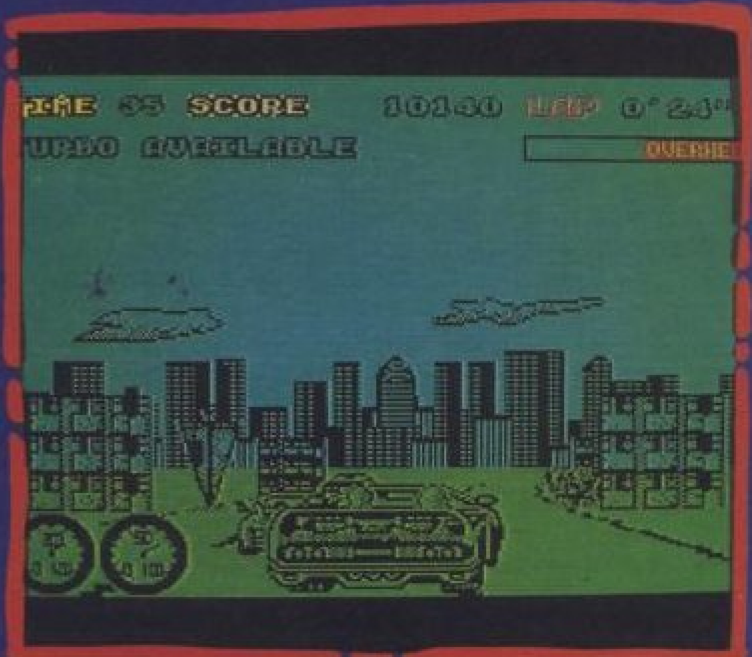
Here it is, the sequel to the mega coin-op machine Out Run. It stars the same Ferrari owning chap, who's traded his Testarossa for an F-40, but not the beautiful blonde — true love! The wild duo decide to show a Porsche 959 owner what a real car is, and a furious race across the States will do nicely.

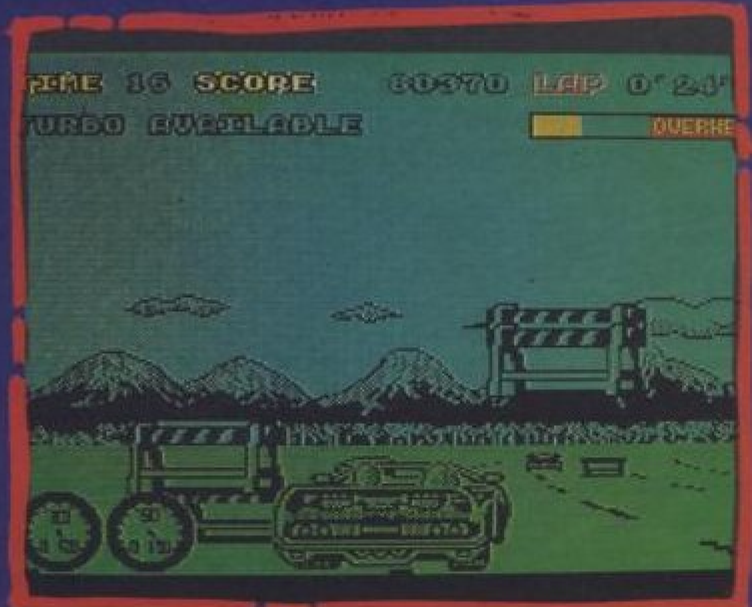
Four four-stage races are agreed upon, New York to LA. The police hear about this highly illegal race and are keen to stop it. Difficult when your car is capable of quite frightning speeds, but then you do have to reach the end of each stage within the time limit. If the timer is ticking down on you alarmingly, a whack of the fire button gets the turbo charger to rocket the car along nicely (G-force is an optional extra).

Once you've survived the first four stages you enter the garage and have the chance to upgrade your motor. But don't be downgraded personally by losing your girlie to the Porsche owner.

Turbo Out Run is a great game in the arcade, and on the computer isn't too bad. The sprites are nicely drawn, with the F-40 particularly striking. But the backgrounds are more than a little sparse. I'm not asking for a cluttered screen, but a few more roadside objects would have given the player a better sense of speed. The other slight moan I have is the road not being clearly marked: several times I was caught out by a sneaky bend and ended up crashing. This isn't the best racing game I've seen this winter (that honour goes to Chase HQ): I feel US Gold could have done better.

MARK 77%





NICK What can I say about Turbo Out Run that wasn't said in the review of the original Out Run? The game is almost identical. The only difference is that the graphics have changed slightly and you can now smash your way through road blocks and bump over logs in the road. There is also a new car upgrade section that gives you the choice of special turbo, hi-grip tyres or high powered engine. To tell you the truth I didn't notice much difference in performance when I got them anyway.

The same old problem of new sections of road not joining together properly has been kept in Turbo Out Run, which is a pity, and the multi-load is still a real annoyance. I wouldn't say that this is the most realistic car racing game around: I mean, the car is so big you can hardly see what is coming up ahead. If you were a big fan of the original then buy this, because it's more of the same.

81%

A good racing game — amongst many others — that Out Run fans will like.

RATING	
PRESENTATION	82%
GRAPHICS	80%
SOUND	78%
PLAYABILITY	75%
ADDICTIVITY	77%
OVERALL	**79%**



Pro Tennis Tour

Ubi Soft/ESP £9.99 cass, £14.99 disk

Even though we're in mid-winter, Ubisoft seem to think it's summer as they're just releasing this tennis game — maybe they want to cheer us up with summer notions. Pro Tennis Tour takes you around the world to compete in four major tournaments: the Melbourne Open, the French Open, the famous venue in Wimbledon and finally the US Open. The game starts with an options screen where you can start a tournament, practice (choose to either practice your service, or improve your shot on a six program machine), view the current rankings, choose a difficulty level and finally watch a demo.

When all the options have been set and you have practised to your heart's content, you enter the first tournamet — the Melbourne Open. You are ranked 64th, and the main aim of the game is to battle your way to number one seed. The difficulty level you chose at the start determines how fast the ball is whacked by the opponent, and the size of racket you possess (in easy mode you have an outsized one).

The rules of tennis are quite simple, a match is split into three sections: games, sets and matches. The scoring system is 15, 30, 40 and deuce; at deuce the first player to score two consecutive points is the winner. Sets consist of six games, and each match consists of five sets, although the first person to win three sets wins Game, Set and Match (with the winning player leaping over the net and falling flat on their face). The combatants move smoothly around the court and are well drawn, which is more than can be said for the little fella up in his high chair — you can see right through him. As with most tennis games the greatest fun is gained by anticipating the opponent's next shot. Wimbledon is a fair way off yet, but fans are advised to take a look at Pro Tennis Tour.

MARK 66%

NICK Pro Tennis Tournament is, well, tennis! There is nothing here that hasn't been seen in all the other tennis games that have come out on the Spectrum. The sprites for the players, umpire and ball boy are all average, and there is some animation. Colour is the usual boring white on a green background, but what else can you use in a tennis game? The event is brightened up a bit by the inclusion of some music on the menu screen.

In the game you supposedly play in different cities across the world, but the look of the game doesn't change at all from one city to another. They could have at least put a flag in there somewhere to show where you are.

56%

A more than average tennis game which does not benefit from appearing at the wrong time of the year.

RATING	
PRESENTATION	65%
GRAPHICS	67%
SOUND	58%
PLAYABILITY	61%
ADDICTIVITY	52%
OVERALL	**61%**

The Triple Pack

Leisure Genius ■ £19.99 cass only



The Triple Pack is a compilation of three of the world's favourite board games - Monopoly, Cluedo and Scrabble. Each game has been released separately before, but this is the first time they've been brought together in one package. And quite fun it is too, provided you can find a couple of friends to join in.

Each game follows its parent very closely: Monopoly sees you battling it out with up to three other players to rent, buy and mortgage as many properties as possible with £1,500 as your initial allowance — but fortunes can wane as well as flourish when you land on the wrong squares where you can be sent to jail, be taxed or take a gamble with the Chance or Community Chest cards.

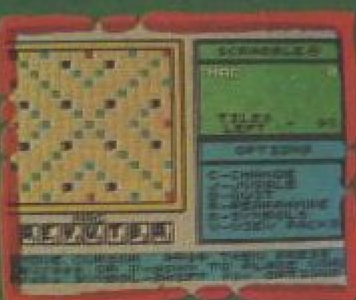
Cluedo sees you turning into an amateur Sherlock Holmes as you choose to play one of the six characters who have to investigate the murder of the mysterious Mr Black with six weapons up for scrutiny and game end when one of the players names the murderer, the weapon used and where in the house the foul deed took place.

Scrabble has you struggling to spell words like ambidexterous and xenomorph, plus shorter ones merely typed XXXX here. Dictionary obligatory.

Graphically and sonically The Triple Pack isn't anything to shout too loudly about: it's all pretty basic. Playability is the most important factor, and with a few mates present this is quite entertaining.

A neat compilation that never quite overcomes the community fun of the board games transposed.

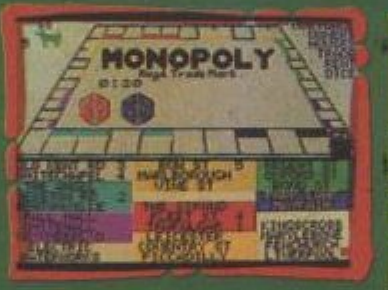
MARK 65%



NICK Ooo! All those brill board games you got for Christmas and lost all the pieces to the first time you played have now come onto the Spectrum. This new triple pack includes the family favourites and all been released separately before, so there's nothing exactly new and exciting in the package.

Each game has very basic graphics and sound, as they were all made in the days of 48K only Spectrums. Cluedo is about the best of the bunch, but on this it gets a bit awkward when you have to disguise part of the screen from other players with your hand!

The games are all faithful conversions of the classic originals and if you get together with a few friends you can have lots of fun with them without a small metal shoe or a candle stick being stuck under the sofa! Have fun. **69%**



A Triple Pack of venerable oldies which might prove fun for all computer minded families

RATING

PRESENTATION	63%
GRAPHICS	54%
SOUND	40%
PLAYABILITY	75%
ADDICTIVITY	72%
OVERALL	**67%**

X-Out



Rainbow Arts/Probe £8.99 cass, £12.99 disk

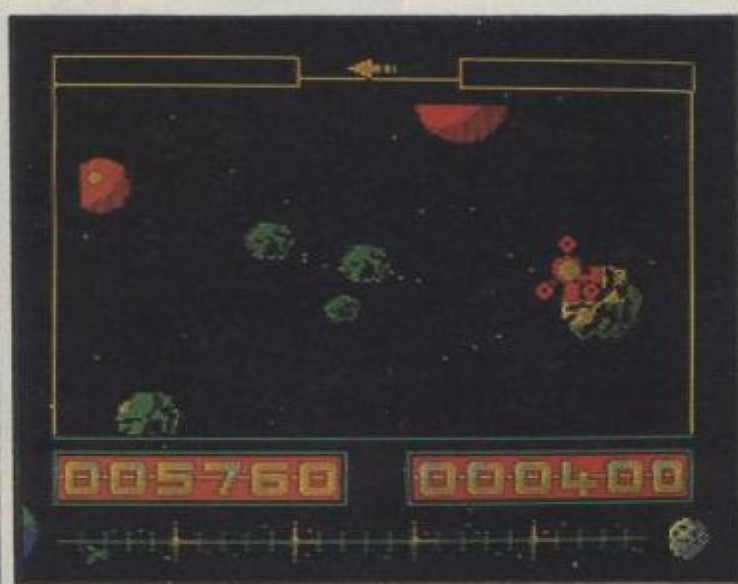
They came from outer space and built heavily defended battle stations in our oceans. For many years mankind was unaware of their plans, until they started to rampage across an unprotected Earth. In desperation mankind initiated Project Deep Star, its mission to throw a final challenge to the aliens, and you're the pilot who must guide the most technically advanced submarine type the world has ever seen against the alien defences.

Your first task is to buy subs from a rather nasty looking alien creature (up to nine can be purchased, if you have the dosh) and arm them. There are four types, though the only real difference apart from design is their weapons carrying capabilities. The most basic model can carry three weapons, the next six, the third nine and finally the top of the range can be armed with up to twelve different weapons. Choose wisely between smartbombs, various missiles, bouncing bombs and drones which girdle your sub With 12000 points at the start you will only be able to afford the most basic options, but as you collect more points bigger and better weapons are available.

Eight horizontally scrolling levels stand between you and mankind's safety, and they're infested with every kind of psycho alien you can imagine: huge gun turrets, submarines, mobile guns, assorted missile launchers and more.

One thing is damn certain, you won't complete X-Out on your first couple of tries, we

TinTin on the Moon



Infogrames/Probe £9.99 cass, £14.99 disk

Straight from the long-running comic strip books comes the first rocket launched to the moon. On board are TinTin, Snowy the wonder dog, Captain Haddock and Professor Calculus (not calculating evil Colonel Boris). The story has been turned into a two level computer game: it starts with the moon rocket flying through a meteor storm which contains two types of tumbling spheres. Hitting yellows increases TinTin's energy level (zero energy means end of game), while the red globes warm and warp you to the second part of the game (eight need to be grabbed).

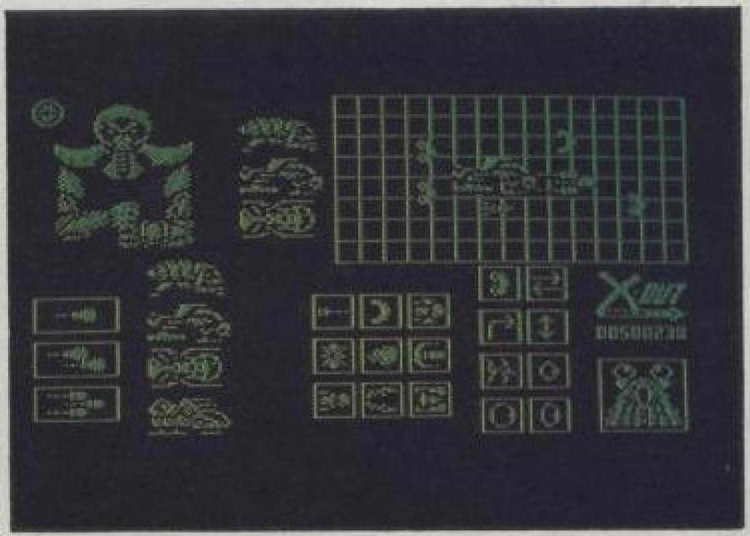
The second part of the game shows TinTin running around inside the rocket trying to complete several tasks: defuse the bombs set by the evil Colonel Boris, extinguish the fires that inexplicably spring up, untie your friends who have been attacked by the nasty Colonel and finally give him his just desserts by capturing him. Fire extinguishers are used to put out the fires as well as stun Boris, but don't let too many fires spring up because they drain your energy.

If you're successful (and don't run out of energy) you are returned to the meteor storm to collect more globes,



had a cheat version that gave us all the weapons available, and even then the going was tough. Don't get me wrong, the game is hell to get through, but it avoids annoying you enough to make you chuck the computer away. The sprites are monochromatic, but some of the backgrounds are very detailed, as indeed are the end of level monstrosities which cost me most of my lives. X-out is nothing new, but it is playable enough to warrant purchase.

MARK 85%



NICK Shoot, shoot, dodge, shoot! That's all there is to it. This format of game has been used so many times that it just gets boring after a while. While playing X-Out you can cast your mind back to other games you've played, and it's almost identical. Who exactly gets enjoyment out of playing the same 'shoot all aliens in the level then the big monster' format?

If it wasn't completely unoriginal, X-Out would be quite a good game. All the graphics and sound are reasonable with well detailed sprites, animation and plenty happening on screen. Colour is... well not there, except for monochrome, but then what isn't these days?

All shoot 'em up fans will probably find X-Out a challenge and will get some enjoyment out of it, but it's not going to be a favourite of mine.

67%

Essentially playable wholly unoriginal shoot 'em up prone to a mixed reception.

RATING

PRESENTATION	76%
GRAPHICS	80%
SOUND	69%
PLAYABILITY	65%
ADDICTIVITY	62%
OVERALL	**73%**

NICK I thought Tintin on the Moon had great potential when I first saw it. All the presentation is brilliant, with an animated title sequence and loads of colour. There are two main sections in the game. The first has Tintin in a space ship zooming through space in 3-D. On this section all you have to do is dodge the asteroids and pick up energy pods to use on the next section. The second is a type of platforms and ladders game where large animated sprites of Tintin and all his mates (including Snowy) run around trying to stay out of the way of the evil bloke. On this stage you must find an extinguisher and put out all the fires then collect bombs.

That's all there really is to the game: each level gets a little bit harder, but if you collect enough energy (there's an endless supply) you can complete the game, no hassle. It only took me about ten minutes!

Tintin on the Moon would have been an excellent game if it had been endowed with a bit more challenging game play, — if you don't believe me, try it yourself.

68%



and so on until you reach the moon.

TinTin is one of my favourite comic characters, and for many years — oldie that I am (and old he sometimes seems — Ed.), I have followed his exploits both in books and on TV. Whilst TinTin On The Moon captures the spirit of the comic book, the game is sadly too easy to complete (it didn't take Nicko very long, git), and there isn't enough action for your money. The two levels are fairly challenging for a while, but sadly tedium soon sets in. Sorry Infogrames, TinTin On The Moon entertains for a while but it soon dies the death. I didn't know areview of a trip to the moon could be this short...

MARK 60%

A simple collect-'em-up game that may appeal to Herge fans for its looks and nostalgia alone.

RATING

PRESENTATION	70%
GRAPHICS	80%
SOUND	60%
PLAYABILITY	61%
ADDICTIVITY	50%
OVERALL	**64%**

World Championship Boxing Manager

Goliath Games/Doug Matthews £9.95 cass, £12.95 disk

Know what I mean 'Arry: yeah boxing's a funny old game, but people like Muhammad Ali made their money out of it. And maybe Goliath will make theirs out of World Championship Boxing Manager, 'cos it isn't bad.

This is big league stuff: start naming the manager you control, then choose (and name) up to five boxers to manage, then into your office to drum up a bit of trade. A cursor can access five options: the filing cabinet with your guys fight records, contracts and rankings plus two boxing boards from the Federation Of World Boxing (FWB), and the World Council Of International Boxing (WCIB).

Your guys start 99th in each league, and by nattering on the dog and bone (telephone to you squire) you can contact 17 computer controlled managers to arrange fights. The boxing boards can be contacted when a fight has been arranged, and you can also ask your two scouts, Limpy and Wimpy, to nose around at other fights for you (to suss out the opposition). A look in your filofax informs you of the week's bouts (fight night is always a Friday), clicking on the calendar gives you the chance to advance dates (the game gets rather boring if the days are allowed to advance at their normal rate), and by exiting through the office door you can visit the gym and physio.

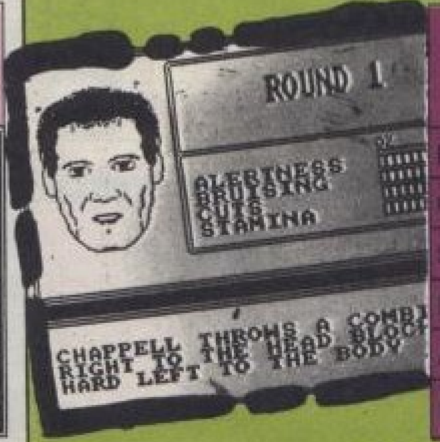
In the physio you check on your boxers' physical state, whilst in the gym your lads train for their forthcoming fights. On fight nights you choose whether to attend or not, but if one of your guys is fighting it's best to be there. Each fight is described in detail (no graphical representation), and your guy's mug in the ring appears top of screen. As he takes more and more of a bashing the face becomes marked. At the end of the current round you're allowed 30 seconds to attend to the boxer (water bottle, attend to cuts, bruises etc) and change his fighting tactics. If he wins his position in the federations, books change and title fights are possible, all the way up to a world title fight.

I have to admit this is the first boxing management game I've ever seen, it follows the same sort of format as footy management games, but for some reason I found this rather more playable.

MARK 74%

NICK Yeh, it's Boxing Manager, the game from the same people who brought you the award winning Tracksuit Manager. In Boxing Manager the programmers have tried to brighten things up a little by adding a few graphics and giving the text a very CodeMasters feel to the expanded characters. Why do things like that when they could allow you to see the fights instead of having to watch the computer telling you what's happened. If I wanted to just have the commentary I'd put the radio on!

45%



A specialist entertainment well executed for a discerning minority

RATING

PRESENTATION	68%
GRAPHICS	50%
SOUND	45%
PLAYABILITY	70%
ADDICTIVITY	68%
OVERALL	**60%**

The Duel: Test Drive II

Accolade/Random Access £9.99 cass, £16.99 disk

It's cars, cars and more cars this winter — and some makes seem especially popular. A lot has been heard recently about the two cars in The Duel, as they also star in US Gold's Turbo Outrun, and here's some more: The Ferrari F-40 and Porsche 959 are the two fastest production cars in the world, though the F-40 has a slightly higher top speed and a faster 0-60 mph, so there.

One or two players can participate in this race of a lifetime, though if a friend isn't readily available the computer takes over. Once you've chosen a car it's time to make up your mind on the difficulty level: this ranges from easy (automatic gearbox) to hard (which only Nicko 'boy racer' Roberts would try).

If in one player mode you can try to outrun the computer controlled car, or beat the clock. But whatever you do, drive like a loony, but watch it: some of the twists and bends in the road look as if they were designed by one. The other thing apart from the sheer drops you must beware are the cops. Some give chase and try to overtake (a ticket is the result of this), while others just seem to sit at the side of the road and expect you to stop. Highly likely! Complete a given stretch of road and you must pull up at the gas station whilst the computer informs you of the race statistics (your average speed, time, who won the lap etc). Then it's time to burn more rubber until the race is won — or lost!

I quite enjoyed playing the original, so The Duel-Test Drive II on the Speccy was eagerly awaited. Was the wait worth it? Well, yes and no. Yes because graphically The Duel is rather good. No because the computer controlled driver is well nigh impossible to get past. It may be my lack of driving skills, but I continually crashed into him. Maybe I'm being miserable, but The Duel-Test Drive II can be summed up in the immortal words of a TV ad:'It's good, but not that good.

MARK 71%

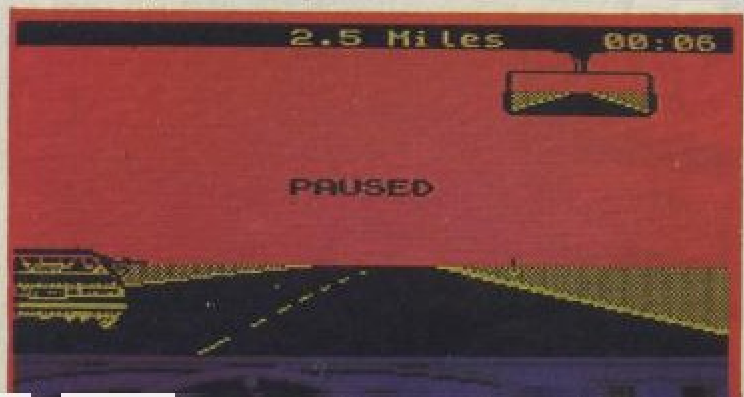
NICK More car racing games (groan), but wait a minute, this is really quite good. It's sort of like Hard Drivin' without the hard bit. The graphics are of course in shaded 3-D which works well for most of the time — it's just on things like tunnels you get a bit disorientated. One second you're happily driving down the road at 200mph and the next you're plunged into darkness hardly seeing the tunnel entrance. Perhaps that's what it's like to drive at 200mph, but I can't say I've ever gone that fast! The lack of colour variation in the view out of the car has been made up for in the dashboard underneath. Each level is a different monochrome.

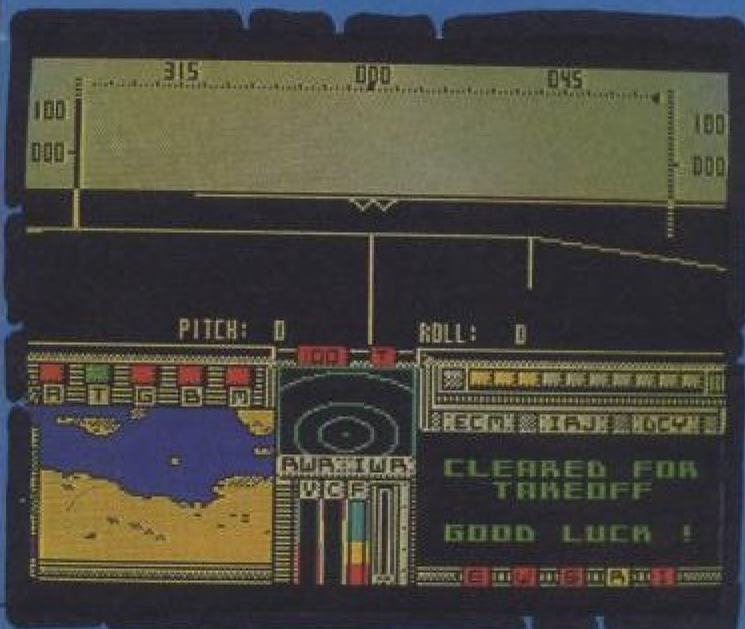
There are plenty of surprises in store on the roads including high cliffs to fall off, sharp bends to skid around and lunatic drivers coming down the wrong side of the road... wait a minute, it's supposed to be in America isn't it... AARRGGHH!

Test Drive II is worth taking a look at, but you could soon get bored of driving up and down the same roads. **79%**

Fun to drive for a while, but fuel for long term playability may be lacking

RATING	
PRESENTATION	71%
GRAPHICS	79%
SOUND	60%
PLAYABILITY	75%
ADDICTIVITY	71%
OVERALL	**76%**





F-19 Stealth Fighter



Microprose £9.95 cass, £14.95 disk

Much has recently been made of in the news about the revolutionary bat-winged Stealth Fighter, and now Microprose, lovers of flying matter, take you behind the scenes of America's most hush, hush airborne wings.

The game starts with an aircraft identification quiz.

Don't worry if you get it wrong though: all that happens is you aren't provided with the full menus (which may be a blessing — only kidding guys). Ranking is of course very important in the USAF, and you begin as a 2nd Lieutenant with plenty of options to keep you busy for the next few minutes. You can name your character or save and recall a pilot who has done very well for himself (promotion is rapid for good fliers).

Next comes the choice of missions: Libya Training (enemy can't damage you), Libya, Persian Gulf, North Cape and Central Europe (the last four are actual combat situations, so watch your tail). Then choose Cold War, Limited War or Conventional War, the aggresive potential of the opponents, whether you want to crash or not upon landing, and finally arm your plane. A 20mm cannon, a range of Air-to-Air and Air-to-Ground missiles and bombs are available, taking the mission type into consideration. Choice made it's into the wide blue yonder to destroy the enemy.

A good read of the 120 page manual is essential because the game is as difficult to play as it is to explain. Graphics are wire framed and move quite nicely, though sound is limited to the occasional effect, such as the chatter of machine gun fire and the whoosh of a released missile. We received the tape version for review and found the multi-load to be more than a mite frustrating. I hope the disk version will be more user friendly. Definitely one for air combat sim aficionados

MARK 79%

NICK Microprose, the masters of flight simulation (and it would seem not much else), have come up with another thrilling game - F19 Stealth Fighter. Flight simulations on the Spectrum have never been fantastic, but this is quite acceptable. With the game you get the usual Microprose three billion page manual full of detailed information about the plane you will be flying and all the different moves it can make with ease.

The game itself comes on two tapes, the first just holds an animated introduction with the F19 flying over a rugged landscape and then getting blown out of the sky (gives you some hope doesn't it?). The second holds the game.

There are the usual controls in F19, using up most of the keyboard with things like brakes on/off, bay doors open/close and map selection. It takes some time to get the thing started, but once you have the game sussed, it's well worth it. Definitely one for all the flight sim fans. **86%**

Microprose fly where they know best - if only Bill Stealy flew Firebirds just as well!

RATING	
PRESENTATION	80%
GRAPHICS	74%
SOUND	69%
PLAYABILITY	71%
ADDICTIVITY	79%
OVERALL	**83%**

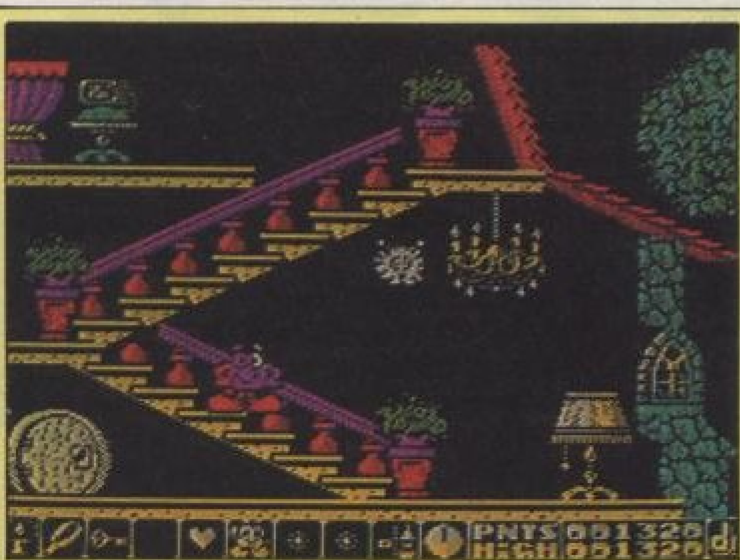
AIM FOR THE BEST



AND DON'T YOU MISS
THESE TWELVE BRAND NEW RELEASES FROM

BUDGET

Happpeeee Nineties!! Feeling the pinch from the recent festive season? Never fear, here's DJ Nicko to take you for a spin through this month's offerings on the cheaper side...



A CRASH Smash

OLLI AND LISSA 3

Cartoon Time ■ £2.99

Just think how mad you would be! You've just bought yourself a spanking new car and parked it in your garage where it should be safe. When you go back to check on it, some evil little monster has gone and disassembled it, the rotter! Armed with only a candle you, as Olli, must now search the vast castle and recover all the pieces so you can take Lissa out on a picnic.

CodeMasters keep producing these brilliant games don't they? This is number two in their new Cartoon Time series and it's amazing. Large animated characters fill every screen, and colour is absolutely everywhere. There are lots of cute little animated sequences too, like when Olli picks up the phone and has a chat with someone. All the things says and thinks appear above him in a bubble.

The control method in Olli and Lissa 3 is a bit weird, but you soon get used to it. For example, you can't walk up the stairs, you have to jump from step to step. There are a variety of monsters and spooks living in the castle, some of which harm

Olli while others have no effect at all. Careful manoeuvering is needed to get anywhere. All the secret treasures, passageways and traps also keep you on your toes. Olli and Lissa 3 was an instant hit with me and I'm sure you'll love it too. A brilliant cartoon adventure.

Overall 90%





ELVEN WARRIOR

Players Premier ■ £2.99

Fancy playing a part in a strange story of elves, witches and magic cauldrons? Well, Elven Warrior is the one for you. Elf has learnt how to perform magic after discovering an immortal manuscript full of spells. You have to help him out by exploring the kingdom and collecting four potions to fill the magic cauldron.

Playing the game is very simple, with you not being able to jump diagonally, only up, which is extremely annoying when you need to cross a gap — it's just impossible. Catering for all tastes there's the option of having the game in either green monochrome (yeuchh!) or full colour: you do get a little clash but nothing too drastic.

Collecting potions and filling cauldrons seems the most boring concept in the world for a game, but Elven Warrior is surprisingly addictive. Each time you fill a cauldron and go exploring again, you find that lifts have appeared, new scenery has been created and the game is getting bigger and bigger.

The sprites are small but detailed, and the animation is very smooth. You could say it's a glorified platforms and ladders variant, and why not? Everybody loves a nice little game to get stuck into. Elven Warrior will keep you occupied for ages, working out where all the potions are and starting again because you jumped off the wrong cliff and into a fire! Great fun.

Overall 72%



SPEEDBOAT ASSASSIN

Mastertronic Plus ■ £2.99

Fast and furious action abound in Speedboat Assassin. You are the marine commando with the job of launching attacks on four of the most famous harbours in the world. They have all been seized by the enemy and are surrounded by deadly mines.

Level one involves a helicopter dropping you and your boat into the mine field itself (aarrrgh!). Careful control is essential to make it through. After picking up some weaponry from the chopper as it passes overhead your next task is to shoot all the oncoming speedboats and destroy the communication towers dotted around the hostile sea. Every 30 seconds another chopper comes into view and docking with it will increase your weaponry, give you more speed — or cause you to crash because you can't see where you're going! When all the towers are toppled the real challenge comes into view. A large destroyer is anchored by the harbour wall and will take 20 or 30 hits before it is sunk and you can pass. After all this excitement you can look forward to the next harbour to do it all again.

All the graphics in the game are neat, but there is no colour in the action itself, only in the scrolling skyline. On the audio side of things there's just a gun sound and a small explosion — brilliant, eh?

Having to negotiate the mine field at the beginning really gets annoying after the first few goes, and just when you think you can do it blindfolded the pattern goes and changes and BANG, you're dead! Speedboat Assassin may be good fun for the first couple of plays, but you soon lose interest.

Overall 57%

WIZARD WILLY

Cartoon Time ■ £2.99

Fifi the fairy has gone and got caught and trapped in the Emperor's fortress (oh no!), and Wizard Willy is her only hope of escape (my hero!). You take on his role and must jump and climb through the enchanted forest, enter the dungeons and climb



up the castle battlements to rescue her. On the way you'll have to collect ten of the magic eyes, and when you reach the end of the level the guardian skull has to be beaten!

Another cartoon adventure from Cartoon Time but compared to Olli and Lissa 3 this is dire. The sprites all look like they've been badly cut out

of a newspaper and stuck on the screen. They have a chunky border round the outside. The monochrome doesn't help things, and with a detailed background you can't tell what's going on half the time. You're supposedly meant to dodge the exploding traps that litter the path: I tried jumping over them, but no matter how well I did it I always exploded (it got a bit messy!).

There are things you can collect to improve Willy's performance, like a vanish spell to zap all monsters on screen, magic power to give extra lightning bolts and energy. These don't make the game any more playable though.

I was very disappointed with Wizard Willy, with plenty of better games around at the same price. This is a big let down.

Overall 42%

JOE BLADE III

Players Premier ■ £2.99

Joe Blade is back and he's as addictive as ever. Anyone who has played Joe Blade I and II will already know the kind of format the games take, and will probably be rushing out to by this one as I write.

This time Joe has gone and lumbered himself with a load of hostages to rescue from a building. If you've ever seen the film Die Hard starring Bruce Willis you will know the sort of story line (I wonder where Players got the idea from?). There are various objects that can be picked up around the building to help our guard gunning friend, these include grenades, detonators, bombs and disks. The lift system running up and down the building is a very useful way of moving up a floor, in fact it's the only way! Collecting lift passes will let you go further up the building each time.

A main feature of the other Joe Blade games were the little puzzles you encountered every so often, and number three has thankfully kept these in. They allow Joe access to security rooms. All these neat touches are what makes Joe Blade so successful, coupled with an excellent quality of graphics and sound. Hours of enjoyment: an instant hit with me, take a look at it for yourself

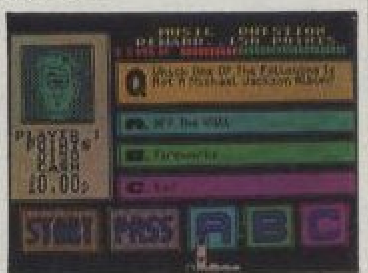
Overall 88%

PUB TRIVIA QUIZ

CodeMasters ■ £2.99

Hey, this game is going to save me a lot of money! It's just as good as the quiz game in the local boozer, but you don't have to have a pocket full of 10ps for this one. Trouble is you don't win anything either.

Pub Trivia Quiz is really well put together. When you start off you're given a choice of five people to play, these are represented by animated pictures of them: really neat. Once into the game you control the options you choose by moving a hand around and pressing the correct button when it is above it. There are questions on music, trivia, showbiz and sport, as well as special joker cards that give you a free question.



You are only given 10p to begin with, and unless you answer enough questions to get to the top of the pyramid and go onto the cash bonus round you won't last long at all. The questions are good in that they are up to date, with pop questions on albums still in the charts! The only problem is that they tend to repeat after a while — solved by the fact that you can load new banks of questions.

Presentation, graphics and sound are of an excellent standard, in good old CodeMasters tradition. Pity there aren't more sound effects in the game itself.

Pub Trivia Quiz is much more fun when you play with a few friends, but even if you play the one player game you can get hours of enjoyment out of it.

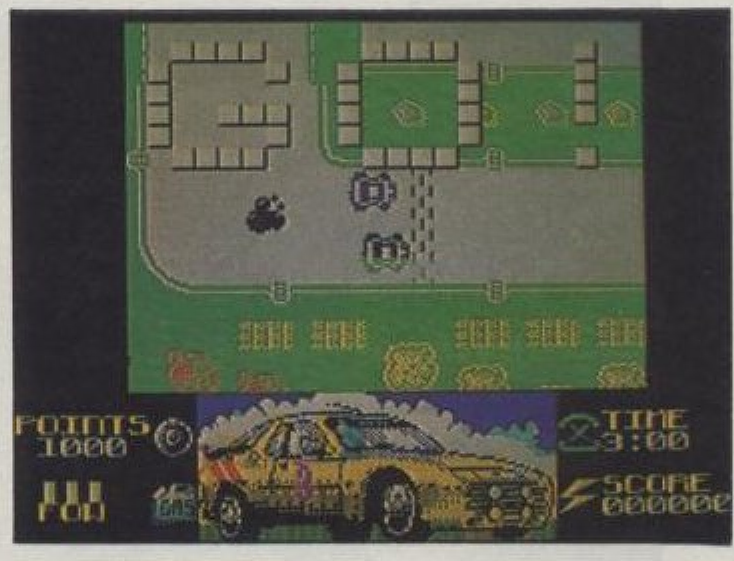
Overall 73%

Rally Cross Simulator

Code Masters ■ £2.99

Have you ever watched rallying on the telly and thought to yourself `I wouldn't have done a triple handbrake turn with side twist there, I could do better than that!'? Probably not, but if you have this is the game for you. I wonder when those masters of code will run out of things to simulate?

In Rally Cross Simulator you take the controls of a high performance rally car and have to skid and slide around tracks, racing against really awkward opponents. Life is never simple: you also have to keep an eye on fuel, water and oil levels. The performance of the car can also be improved by added turbos, bumpers, gas cans and special tyres, all of which use up the points you've gained. To qualify for the next level you must finish three laps in the given time.



You view the racing from above and just control the direction the car goes in. I can guarantee your first few goes will hardly get you anywhere: master the way of sliding the car around all corners before you attempt to get onto the next track. The game sports healthy amounts of colour and a tune and effects to get your ears around. The best graphics in the game are the ones on the large car at the bottom of the screen.

The idea of including a pit stop puts this above all the other boring car race games released in the past. It is in the shape of an animated lorry that has icons for fuel, oil, etc. You move the pointer around the lorry and change the amounts you have. You have to be quick in choosing though, because the counter still ticks on.

Rally Cross Simulator brings back all those happy days spent with things like Scalextric. Quite an enjoyable game.

Overall 71%

Frankenstein Jnr.

Cartoon Time ■ £2.99

Gosh what a fun scenario for a game! Run around the haunted castle collecting bits of your dad and keeping away from skeletons, ghouls and ghosts, sew all the bits back together and stick 1,000,000 volts through the quivering flesh and bone to bring him back to life. Wow.

The inlay says this is an hilarious spoof and terrifically funny: sorry but I can't see the joke. The graphics are all in 3-



D. The backgrounds are detailed and quite good, but the main sprites leave a lot to be desired. The whole game bears a striking resemblance to Bride Of Frankenstein. In fact the whole layout of the game is identical, with just the main sprite changed! There is a different colour monochrome on each screen to add some variety.

The way the game has been set out is strange. Exiting one screen by a door at the top makes you enter the next also by a door at the top! This means that by continuing to push up on the joystick you can flick from screen to screen in a very annoying way.

You could get some enjoyment out of Frankenstein Jnr if you've never played Bride Of Frankenstein and have the nack of getting about the game, and there are some puzzles that will keep you playing for a while.

Overall 50%



THE CD GAMES PACK

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YOU'LL SAY 'TANKS A LOT' WHEN YOU WIN A FABBY US GOLD/ACCESS PRIZE!!





Monster portions of action are lined up for Heavy Metal: it's the next game from Stateside software house Access, the people who brought golf to the Speccy with LeaderBoard — and US Gold are publishing Heavy Metal over here in Blighty!

In fact, so thrilled are Golden girls and boys about the prospect of Heavy Metal, they're giving away heaps of prizes in this compo! Hurrah!

The first prize is a whizzo remote-controlled Tank, and just think of the endless fun you can have with that! Chase the cat around the house with it and drive him barmy! Place the pet hamster on top of it and pretend he's a Second Lieutenant! Drive it into the kitchen and shout at your granny 'Watch out! The pinko commies are coming to get you!!!'. Huge 'ticking off' ahoy!!

The game lets you go head to head with the enemy in three of the world's most powerful combat vehicles: there's a M1 A1 Abrams tank, or a XR 311 Fast Attack Vehicle and a Reliant Robin! (Are you sure about this last one? —Ed) It's so thrilling that we're giving copies of that away too! There's a copy for the winner and a US Gold t-shirt, plus 25 copies of Heavy Metal and a US Gold t-shirt for 25 runners up!

And how do you get a chance of winning one of the brilliant prizes? Just by ringing the CRASH compo hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you've got the answers, write them down on a postcard or the back of a sealed envelope and send it to:

INCREDIBLY HEAVY, HEAVY METAL COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. And make sure all entries arrive here by 22 February.

DIAL AWAY

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Mr Tips himself brings you up to date with the latest tips!

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

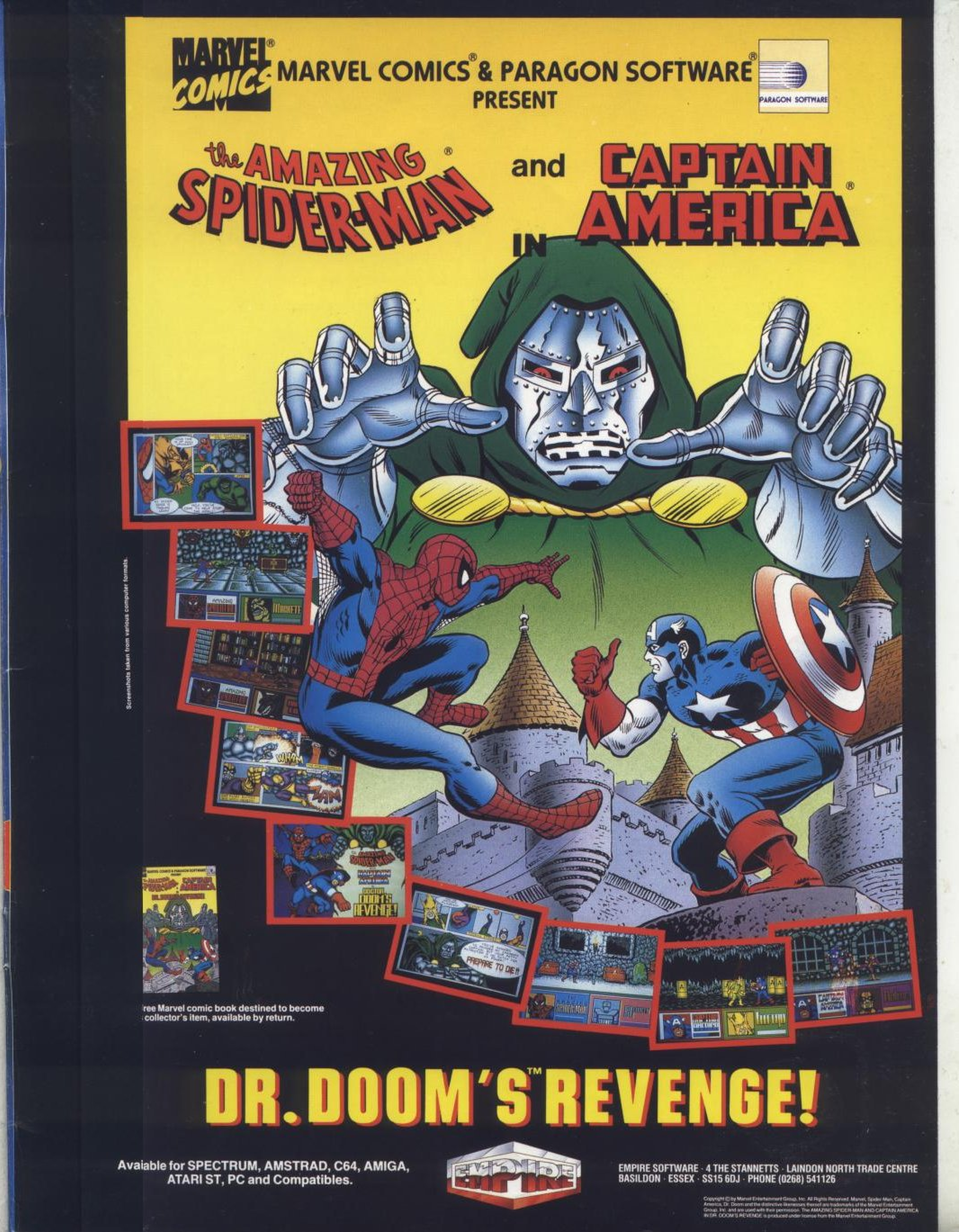
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